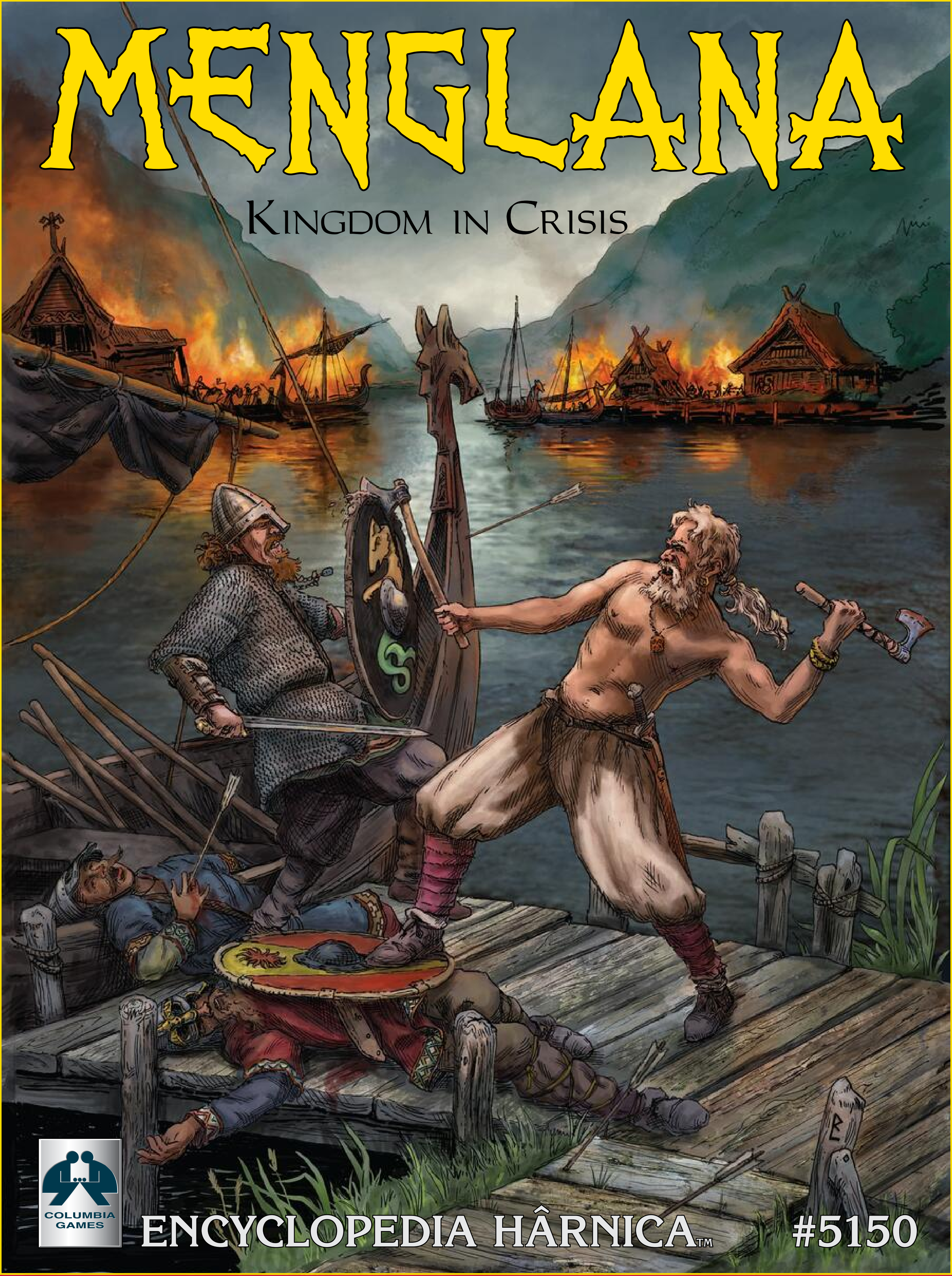
MENGLANA

Kingdom in Crisis



COLUMBIA GAMES

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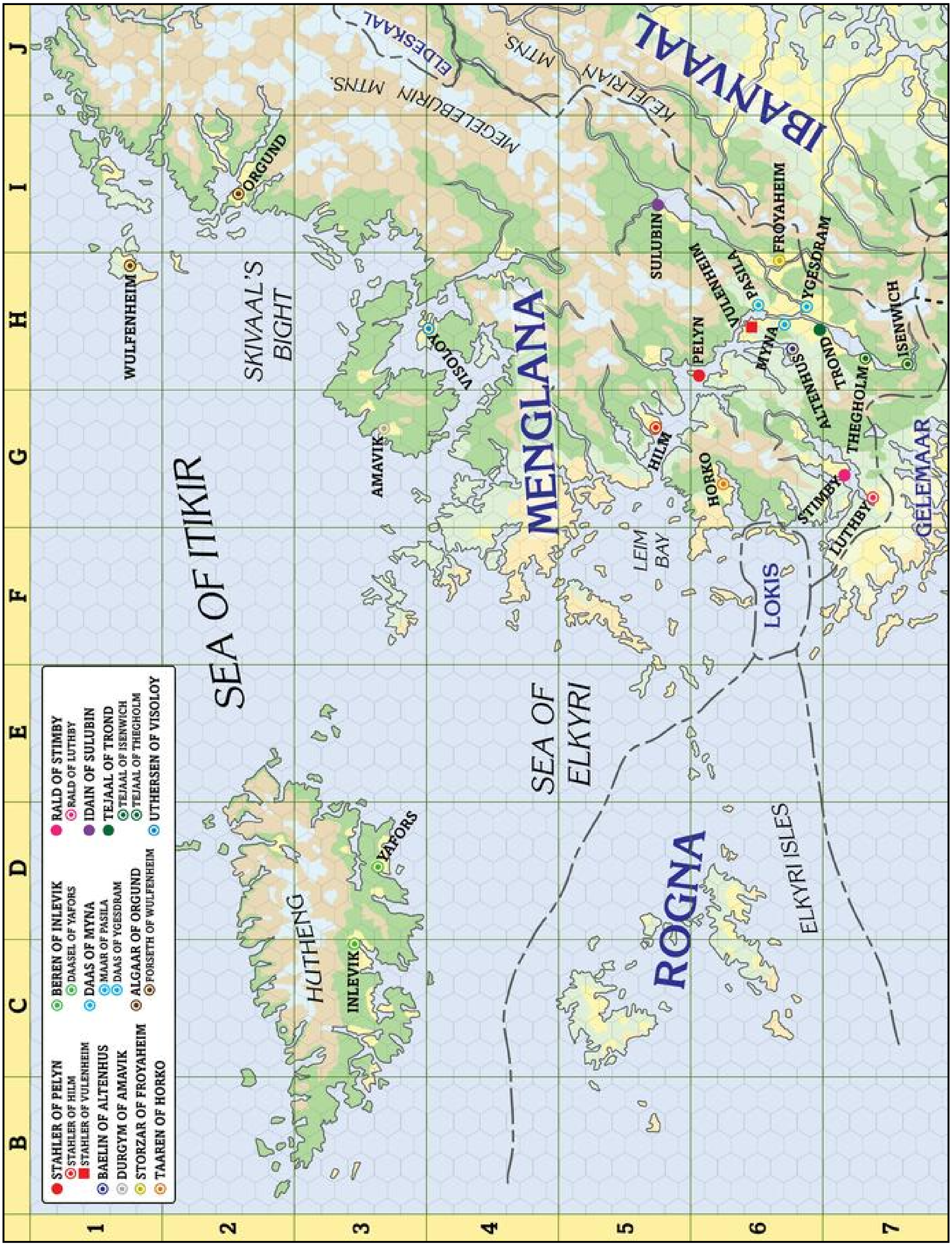
POLITICAL MAP MENGLANA 1


STAHLER OF PELYN
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STAHLER OF VULENHEIM
BAELIN OF ALTENHUS
DURGYM OF AMAVIK
STORZAR OF FROYAHEIM
TAAREN OF HORKO
BEREN OF INLEVIK
DAASEL OF YAFORS
DAAS OF MYNA
MAAR OF PASILA
DAAS OF YGESDRAM
ALGAAR OF ORGUND
FORSETH OF WULFENHEIM
RALD OF STIMBY
RALD OF LUTHBY
IDAIN OF SULUBIN
TEJAAL OF TROND
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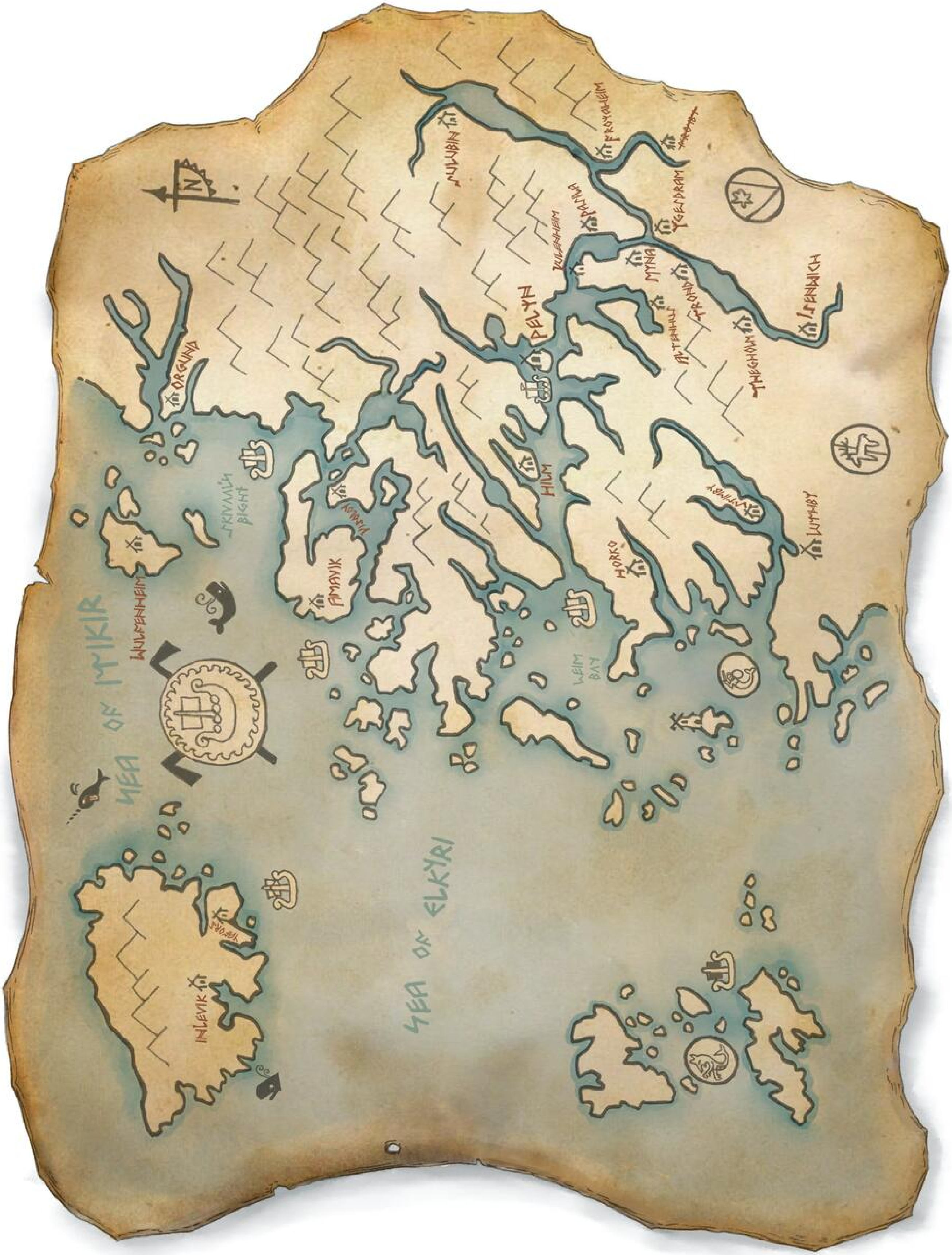
AMAVIK
VISOLOY
MEGELEBURIN MTNS.
ELDESKAAL
KEJELRIAN MTNS.
IBANVAAL
MENGLANA
SULUBIN
VULENHEIM
PASILA
FROYAHEIM
YGESDRAM
PELYN
MYNA
ALTENHUS
TROND
THEGHOLM
ISENWICH
HILM
HORKO
STIMBY
LUTHBY
GELEMAAR
LEIM BAY
LOKIS
SEA OF ELKYRI
ROGNA
ELKYRI ISLES
HUTHENG
INLEVIK
YAFORS

Scale: 1 hex = 5 Hârnic leagues (12.5 miles)

MENGLANA 2 PLAYER MAP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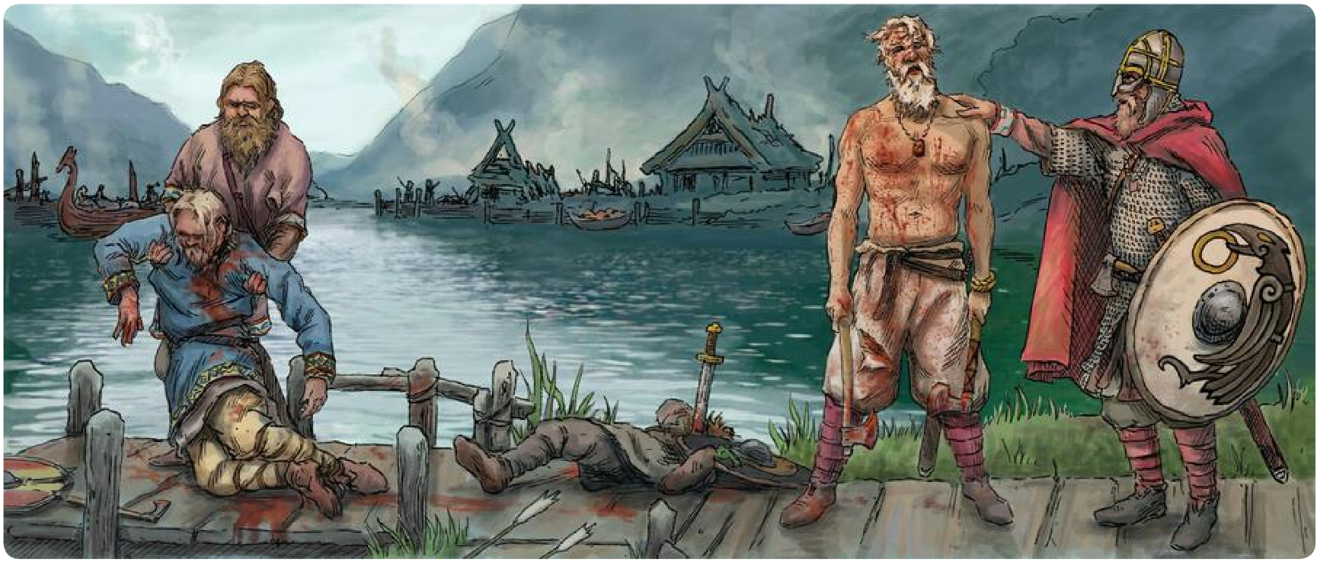
SEA OF ELKYRI
INLEVIK



Menglana is a large kingdom in northwestern Ivae, the largest island in the Ivinian archipelago. The kingdoms's eastern border is with Ibanvaal and Eldeskaal. To the south lie Gelemaar and Gilbenmark, two realms of the Pendragondom of Seldenbaal. On the seas to the west lie the Holy Kingdom of Lokis and the Kingdom of Rogna.

Menglana's geography is dominated by fjords, mountains, and the sea. It is largely isolated from the rest of Ivae by the inhospitable Megeleburin and Kejelrian mountain chains, natural barriers with few passes.

Good agricultural land in Menglana is at a premium. The exposed western coast has poor soil and few inhabitants. Rich lowlands form irregular fringes around the shores of deep fjords that penetrate far inland. Most Menglanans live within these fjords, fully 70 percent within the majestic Leimenfjord and the Leim and Froya valleys at its head.

The harsh upland regions have few inhabitants, mostly wandering Yarili tribal groups and assorted hunters and trappers. Some areas have fewer than one person for every 30 square miles; the arctic barrens have far fewer. The highlands are reputed to be home to yelgri, dragons, and all sorts of exotic beasts. Occasional expeditions to hunt such creatures for their rare hides are dangerous in the extreme.

Clans from Menglana have planted many colonies throughout western Lythia, including Hutheng, Rogna, and Orbaal. Most were the efforts of lesser clans seeking to escape the shadow of Menglana's powerful Stahlers. Many of these colonies have become kingdoms in their own right, and although tribute is often claimed by the homeland it is rarely tendered. Only Hutheng, a large island in the Sea of Itikir to the northwest, is a loyal tributary today, and this may soon change.

Menglana has historically dominated western Ivinia but is now seen by many as in decline. The aging King Hlanakar III is considered weak an ineffective. The kingdom is afflicted by internal division, with factions working to undermine the royal clan and the kingdom itself. Menglana also faces substantial threats from Ibanvaal and Rogna. Many of its tributaries are wavering in their loyalty and the kingdom's prospects look bleak.

Location:	Western Ivinia
Atlas Maps:	Ivinia A2–3, B2–3, C2–3, D2–3, E2–3, F3–6, G3–7, H1–7, I1–6, J1–2, K1–2, L2
Government:	Monarchy
King:	Hlanakar III of Clan Stahler
Culture:	Feudal/Viking
Population:	107,000
Royal Seat:	Pelyn, pop. 940
Largest Town:	Vulenheim, pop. 4,500

Kings of Menglana

344–369	Vulen I
369–405	Larleif
405–429	Vulen II
429–451	Nyerid
451–498	Lonn
498–540	Odislin
540–598	Hlanakar I
598–599	Ujan I
599–618	Ujan II
618–634	Hlanakar II
634–688	Jansen
688–	Hlanakar III

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CHRONOLOGY

BT	20,000	Earthmasters occupy Menglana
	15,000	Earthmasters depart
	7,000	Minor incursions of Khuzdul
	1,200	The Jarind Yarili tribes arrive in Menglana
	900	Pharic Ivini tribes arrive in Ivinia
	300	The Ivini first settle Menglana
TR	106	Clan Stahler helps establish Fuhreling
	215	Stahlers exiled by Rougaar Selden; Mengla Stahler conquers small island in Leimenfjord
	224	Pelyn Stahler conquers Juren thranaal
	253	Death of King Pelyn; Stahlerlund now preeminent in Leimenfjord
	289	Death of Vandryn Stahler
	325	Bjan Stahler imposes toll on passing ships
	328	Gundsby seized by Bjan Stahler
	336	Vulen Stahler founds Vulenheim
	342	Bjan Stahler murdered
	344	Vulen declares himself King of Menglana
	364	Derki Abal declares himself king of Abalund
	365	Clan Abal declared outlaw by Vulen; Abalars found Coselin in Elkyri Isles
	369	King Vulen dies. Menglana most powerful kingdom in western Ivinia
	425	Vulen II orders conquest of the Elkyri Isles
	426	Menglana razes Ilby in the Elkyri Isles
	427	Elkyri Isles annexed by Menglana
	480	Clan Abalar declares Kingdom of Rogna in Elkyri Isles
	500–510	Rogna conquers kingdoms of Endelby, Helgeby, Ibesleg, and Nejusi
	598	King Ujan Stahler demands tribute from Sulubin, Stimby, and Trondis
	599	Sulubin conquered by King Ujan, who dies shortly after; King Ujan II crowned
	602	Stimby and Trondis form an alliance
	621	Trond falls to Menglana, Clan Rald of Stimby submits to the Stahlers
	625	Turensyns become kings of Rogna
	634	Jansen accedes to throne of Menglana
	649	Madness of King Jansen starts to weaken kingdom of Menglana
	652	Ivinian conquest of Jara begins; last coastal keep falls in 676
	680	Clan Storzar forces formation of the Kronraad (King's Council)
	682	Kingdom of Gelemaar formed
	688	Jansen dies. Longaar Stahler, heir apparent, slain by Homgeir Storzar, who is then assassinated; Hlanakar Stahler III crowned king of Menglana
	707	Cape Renda Disaster
	718	Ibanvaal captures Froyby

HISTORY

Pre-History

The earliest years of Menglana's history are shrouded in mist and colored by folklore. The skalds say the land was originally home to the Pradeyalkri, the various giants, monsters, and demonic creatures who dwelt in Ivinia before their defeat by Sarajin. There is little factual evidence to confirm this, but most adherents of the Sarajinian faith would have the tongue of anyone suggesting otherwise.

The Earthmasters dwelt on Ivae between 20,000 and 15,000 BT. The few ruins they left, including Maruchom off the western coast of Menglana, are oddly shaped structures of strange stone laid with a precision that could make a Khuzdul weep.

The Khuzdul appeared in Ivinia around 7000 BT but the scant historical record suggests their presence west of the Kejelrian Mountains was minor.

The Yarili

The history of western Ivae really begins some 2,000 years ago, when the first human settlers began to arrive in Ivinia between 1400 and 1100 BT. Jarind tribes fled northwestern Lythia to escape the incursions of Pharic nomads from central Lythia. These people called themselves Yarili and soon spread throughout their new homeland. Judging from the numerous Yarili runestones that have been found, the fertile, glacial valleys of Menglana were settled by Yarili as early as 1200 BT.

The Ivinian Conquest

Between 900 and 500 BT, another people trickled over the seas from northwestern Lythia. They were descendants of the same Pharic tribes who had originally displaced the Yarili out of mainland Lythia. The new immigrants called themselves Ivini and gradually pushed the Yarili from the coastal lands. By 400 BT, the Ivini were masters of the land they called Ivinia, while the Yarili who survived were confined to its barren and inhospitable interior.

The first Ivinians to settle in Menglana were probably landless sons from southern Ivae. The mouth of the Leimenfjord was discovered sometime around 300 BT, and over the next five centuries its fertile shores were settled by dozens of small clans. None of them were powerful enough to dominate the region, but given the fractious nature of the Ivinians, it can be assumed that many tried.

Stahlerlund

This situation changed early in the 3rd century TR with the arrival of the Stahler clan from what is now Seldenbaal. The Stahlers were a tributary clan who had aided Clan Fuhrel in founding the city of Fuhreling in 106. In 215, the Fuhrel kingdom was seized by Rougaar Selden. Although the circumstances are unclear, the Stahlers chose exile rather than pay tribute to the new king. They sailed north and eventually settled on an island in the Leimenfjord they named after their leader, Mengla Stahler. It can be assumed this island was taken by force, although the name of the clan holding it is lost in history.

Equipped with a large fleet of war ships, the Stahlers soon found they could dominate nearby clans at will. The first victim was Clan Juren. Mengla's son, Pelyn Stahler, conquered the Juren *thranaal* (clan domain) in 224. He adopted it as his new seat and began construction of the thran bearing his name. This pattern would be repeated many times: Pelyn would demand tribute from a nearby clan, then, if refused, attack and burn the offenders in their halls. Any survivors would be taken as thralls, their lands forfeit. By the time of Pelyn's death in 253, his crude but effective tactics had established Stahlerlund as the most powerful thranaal in the central Leimenfjord.

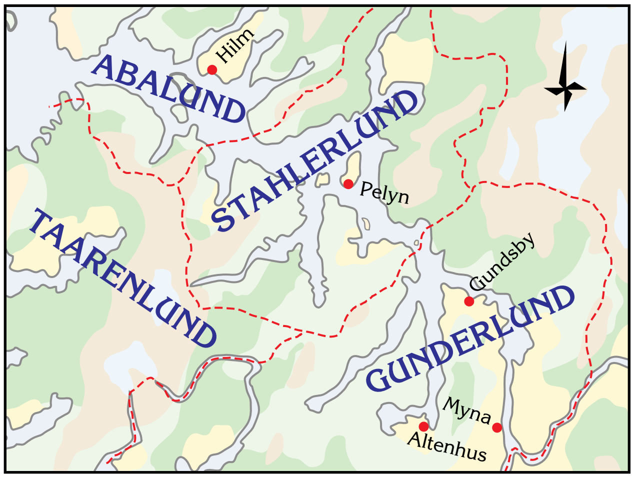
Vandryn Stahler (233–289) proved to be a far more pragmatic *valhakar* (clanhead) than his father. When rash attempts were made by other clans to counter his power, Vandryn did not punish them with annihilation. He generally moderated his "warship diplomacy" with marriage and trade deals that benefitted all. By 280, Vandryn had woven a fabric of debts and obligations that guaranteed his clan's dominance for years to come. Although Pelyn's merciless policies founded the Stahler hegemony, it was Vandryn's political acumen that ensured its survival.

Founding of Menglana

By the early 4th century, the Stahler's thranaal encompassed all of the central Leimenfjord. They owned the largest fleet of warships, dominated the commerce of the region, and prowled the Leimenfjord at will. Nonetheless, several nearby clans managed to maintain their independence, notably the Abals of Hilm and the Gunders of Gundsby.

After almost 50 years of relative peace, the grandson of Vandryn, Bjan Stahler, embarked on an aggressive policy that would lead to the founding of the Kingdom of Menglana. In 325, he began to impose a heavy toll on all vessels passing his thran, confident this action would be resisted by other greatclans. Clan Gunder obliged by sinking a Stahler warboat that sought to collect the toll. Bjan promptly declared war. The conflict ended in 328 with the capture of Gundsby and seizure of the thranaal.

Leimenfjord, 300 TR



Soon after this success, Bjan suffered a serious spine injury that would cause him great pain for the rest of his life. The injury tempered his lust for conquest but turned his aggression inwards on his own family. He regularly beat his five wives and children; in one crazed outburst, he slew his eldest son for a minor infraction. Other sons, terrified of their father, found reasons to be absent from Pelyn. His second son, Vulen, left to build a new thran near the site of Gundsby in 336.

Bjan's conduct brought him many enemies. In 342, he was murdered while in a drunken stupor, perhaps by one or more of his battered wives. Vulen Stahler returned to Pelyn to take the high seat, inheriting a thranaal that was the largest in western Ivinia. In 344, encouraged by his clan's widespread dominance, Vulen began to call himself king of Menglana, naming his realm after his ancestor Mengla Stahler.

Vulen always had a sentimental attachment to the small thran he had built in 336. He renamed it Vulenheim and for the remainder of his life, lavished great sums of money upon the growing settlement. Vulenheim was soon transformed into a bustling town that became the center of Menglana's trade.

The founding of the Kingdom of Menglana prompted a similar response from other greatclans in western Ivinia. The kingdoms of Hilm, Stimby, Sulubin, and Trondis were all founded during Vulen's reign. Although most of these would survive for several centuries, the Kingdom of Hilm lasted less than one year.

Located near the mouth of the Leimenfjord, Hilm had always been a potential threat to the Stahlers. Clan Abal kept its freedom by paying generous tribute and ensuring that many of its daughters became Stahler brides. This stability was upset when Derki Abal, encouraged by the founding of the kingdoms of Trondis and Stimby, rashly declared his own kingdom in 364. When Vulen learned of this “treason,” he promptly attacked and captured Hilm. Derki was executed and his clan exiled. The survivors fled to the Elkyri Islands and renamed themselves as Clan Abalar of Ysling.

The entire Leimenfjord was now controlled by the Kingdom of Menglana. This political stability and the growth of Vulenheim allowed trade to develop with far distant lands. Vulen himself sailed south to trade with Shorkyne and Trierzon. He found ready markets for Menglana’s goods and augmented his trading with viking raids. By the time of his death in 369, Menglana was the most powerful state in western Ivinia.

Colonies and Conquest

Throughout the 4th century, Clan Stahler were responsible for the creation of many colonies around the Sea of Elkyri. Some of these were established by design, like the one on Hutheng Island, while others, such as the Elkyri Islands, were founded by clans fleeing the Stahlers.

To maintain their freedom, most of these colonies paid tribute to Menglana. However, the proud and independent clansmen of the Elkyri Islands steadfastly refused to submit. By 425, King Vulen II had lost patience and ordered that the islands be conquered. Ilby, the thran of Clan Choribon on the island of Heg, was stormed and burned in 426 with few survivors. This brutal example cowed other Elkyri clans, and Menglana formally annexed the island of Ysling in 427.

The Age of Viking

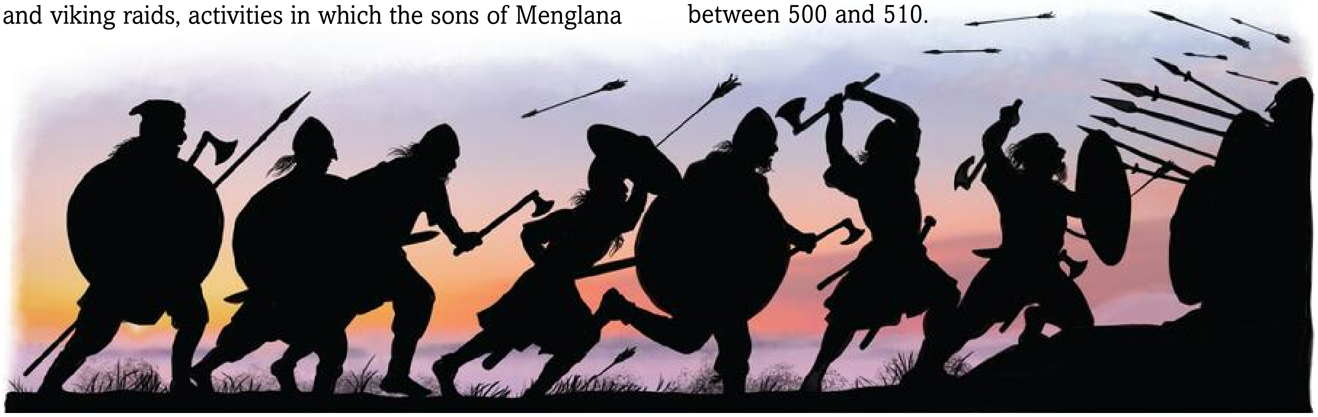
For Menglanans, like most Ivinians, the distinction between settlement, trade, and viking raids has always been a bit hazy. Adventurous and landless sons of Menglana have traditionally sought to improve their lot by emigration and foreign adventure. By 450, most of the easy land had been colonized and trade was dominated by a few privileged mercantile clans. This only left piracy and viking raids, activities in which the sons of Menglana were quite adept. Equipped with superior ocean-going vessels, they launched two centuries of terror in the south, raiding and pillaging coastal settlements in Shorkyne and Trierzon.

Of course, Menglana was not alone in these efforts. From the first raids against Shorkyne, clans from many other Ivinian realms also went viking. To the victims, the homeland of the raiders mattered little; the Ivinians appeared to be a single fearsome power. Few southern realms could oppose this tyranny. The only unified opposition the Menglanans encountered came from other Ivinians and those few nations in the Venarian Sea with naval forces large enough to deter attack.

The Rogna Rebellion

The hardy inhabitants of the Elkyri Islands had not forgotten the Menglanan annexation of their lands in 427. Clan Abalar, a branch of the exiled Abals of Hilm, gradually rose to prominence on the island of Ysling. The Abalars were shameless pirates who called themselves Rognans, or the “wrecking rocks”. They made a special point of attacking every Menglanan ship they could catch and encouraged the other Elkyri clans to do the same. By the middle of the 5th century, the Abalars were the dominant clan on the islands. They received tribute from all other Elkyri clans and paid reluctant tribute to Pelyn, usually with wealth pirated from Stahler vessels.

Menglana was at the time ruled by Lonn Stahler, a weak and timid ruler preoccupied with internal dissent and strife. After refusing to render tribute for five years without retaliation, the Abalars were encouraged to lead a full scale revolt. In 480, they declared full independence, calling their new realm the Kingdom of Rogna and Kalaki Abalar their king. The following year, construction began on a magnificent temple to Sarajin in Coselin, Clan Abalar’s vathran on Ysling. The next 20 years saw repeated, ineffectual attempts by Menglana to quash the rebellion. Rogna affirmed its independence by the conquest of several petty kingdoms on the mainland—Endelby, Helgeby, Ibesleg, and Nejusi—between 500 and 510.



Sulubin, Stimby, and Trondis

The kingdoms of Sulubin, Stimby, and Trondis had maintained an uneasy peace with Menglana since the middle of the 4th century. This changed in 598, when Ujan Stahler became King of Menglana after the death of Hlanakar I. Noting the rise of Ibanvaal and other Ivinian kingdoms, Ujan promptly demanded hefty tribute and territorial concessions from what he considered to be his subject realms in the Leim Valley. Naturally, the kings involved were in no hurry to bend a knee to a Menglanan overlord.

Trondis sought to appease King Ujan by surrendering control of the Froya Valley, held by Clan Storzar. It seems the Uthers of Trondis felt the loyalty of the Storzars had been compromised when Hlanakar I took a daughter of the clan as his fourth wife in 558. Ujan was an offspring of this marriage and therefore half Storzar himself.

This gain in territory opened the door to the Leim Valley and the Kingdom of Sulubin. When a small party of Vulenheim pilgrims bound for Eldeskaal were murdered on Lake Ekiel, Ujan demanded Sulubin pay the enormous sum of 10,000 silver pennies as wergild in compensation. Jurgen Idain, King of Sulubin, rejected the inflated demand, and Ujan invaded in the summer of 599. The result was never in doubt. King Jurgen surrendered after a brief siege but was allowed to keep his lands after payment of the wergild and pledging to tender annual tribute to the Stahlers.

Ujan did not live long to enjoy his success. A minor axe wound received during the campaign festered and, despite his left foot and then his leg being amputated soon after he returned to Pelyn, he died a lingering and painful death from gangrene.

His eldest son, Ujan II, continued to press Menglana's claims for tribute against Stimby and Trondis. Clan Rald of Stimby countered the Menglanan threat by forging an alliance with the Uthers of Trondis. In 602, the tensions escalated into intermittent warfare.

Hlanakar II was elected to the high seat of Menglana in 618 and swiftly brought the war to an end with the fall of Trond in 621. The Uthers were dispossessed of their vathran at Trond, which was given to the war chief who captured it, Dareng Tejaal. Stimby abandoned hostilities after the Ralds were promised they could keep their lands in return for paying a heavy tribute.

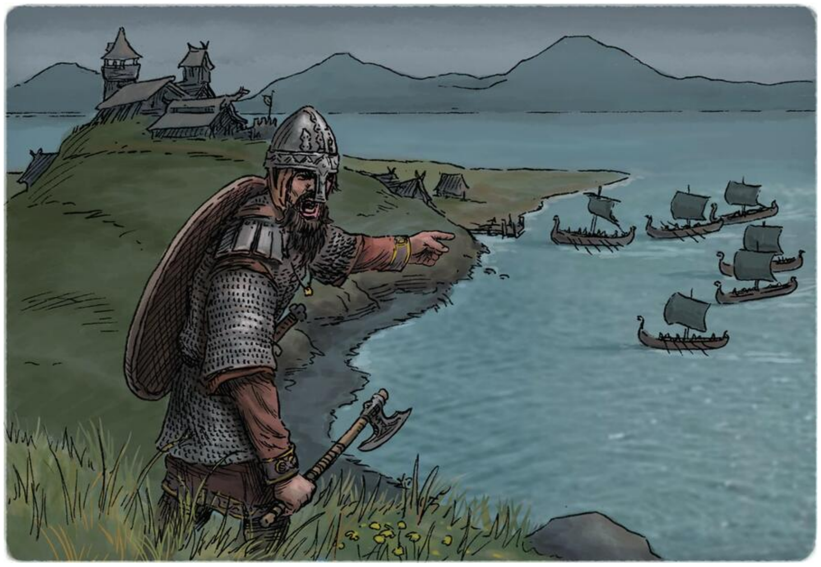
Now at the zenith of its power, Menglana controlled all of western Ivinia except for the Kingdom of Rogna.

Jansen the Mad

Hlanakar II was followed in 634 by Jansen Stahler. After 15 years of reasonably competent rule, Jansen began to grow deranged, a victim of a slow disease that befuddled his mind. Avaricious rivals, notably Clan Baelin of Altenhus and lesser branches of Clan Stahler, were able to influence the king to abuse his immense power for their own gain. The rights of dozens of small clans were infringed and their lands seized for minor infractions. Jansen's advisors ensured there was little future, and less land, for all weak clans.

As young men and junior branches of clans saw little future in their northern homes, they sought domains of their own outside the kingdom. Jara, in northern Hârn, proved to be a rich target. Beginning in 643, clansmen from Menglana and other Ivinian kingdoms sailed to Hârn, first to raid for wealth and captives but later for conquest. The uncoordinated series of attacks might have been repulsed with an organized defense. Due to their independent and fractious nature, however, the Jarin were unable or unwilling to unify against the threat from the sea. The Ivinians conquered the coastal holds of Jara with relative ease, the last falling to the invaders in 676.

This exodus of families and strong young men depleted Menglana of much of its former vitality, but the decline in strength was not immediately apparent. Jansen reigned for more than 50 years and was generally popular for the first 30 of these, especially with the clans who benefitted from his misrule. Gradually, however, his declining mental state produced a series of mindless laws and edicts that offended even his most loyal allies. Perhaps the most bizarre of these was his infamous "yellow oar" edict of 677, when he ordered that all oars in the kingdom be painted that color.

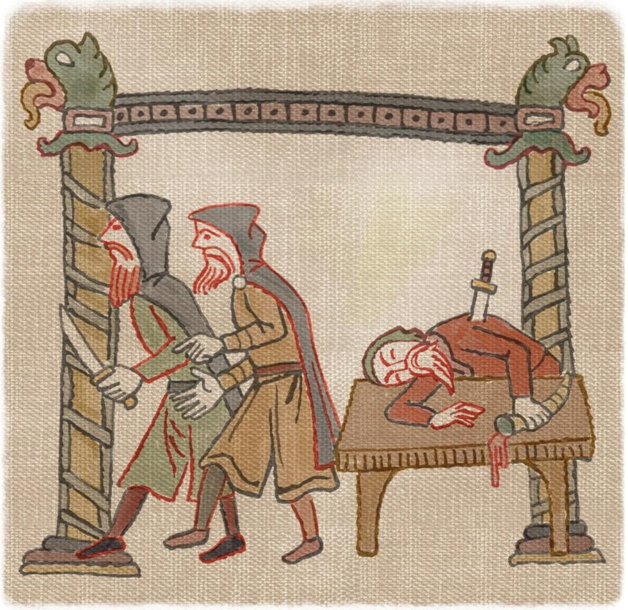


The Storzar Plot

To counter the damage of Jansen's crazed edicts, Homgeir, the dynamic Storzar valhakar, gained enough support from other greatclans to press for the formation of a *Kronraad* (crown council) in 680. This was accomplished when Longaar Stahler, Jansen's likely heir, agreed to head the council in return for a very substantial bribe. For eight years, the Kronraad effectively ruled the kingdom. After years of exposure to Longaar's incompetence during this time, the influential Homgeir Storzar began to think himself more suited to the kingship than any Stahler.

In 688, by now hopelessly insane, Jansen died a sudden and painful death, rumored to be the victim of poison. By tradition, Menglana's king was chosen by the Stahler *thrangaad* (clan council), with the man they selected as the royal clan's new valhakar also taking the high seat. Although Longaar Stahler assumed his claim to the kingship was secure, Homgeir Storzar managed to convince the Kronraad that Hlanakar Stahler, a nephew of Jansen and member of the royal council, should be chosen. Faced with a rebellious Kronraad and internal dissent within Clan Stahler, a deadlock ensued.

Frustrated, Longaar angrily accused Homgeir Storzar of murdering his father (possibly true) and challenged him to *holmgang* (public duel), a matter of honor that could not be refused. Longaar was the stronger adversary and must have expected an easy victory, but Homgeir proved to be as skilled in arms as he was with words. After almost two hours of exhausting combat, Homgeir slew the tiring Longaar. The full extent of Homgeir's ambition became apparent when he then claimed the victor's traditional rights. The argument was subtle. Because the Stahlers had not yet chosen a new valhakar, the eldest son (Longaar) was leader of the clan until their thrangaad decided otherwise. Since Homgeir had defeated Longaar in fair combat, he could by law claim leadership of the defeated clan and hence the high seat. Hlanakar Stahler was furious about this new development; Homgeir had nurtured Hlanakar's own ambition for the kingship and then betrayed him. To make matters worse, Homgeir's claim was indeed lawful.



Hlanakar proposed that the matter be decided by a Kronraad vote, to which Homgeir agreed, confident that he would win. However, Homgeir's support on the Kronraad appears to have been much less than he believed. He had the council's support for many things, but the kingship may have been beyond his grasp. On the eve of the vote, Homgeir met alone with two emissaries from friendly clans seeking to discuss the upcoming vote. Without warning, the emissaries drew daggers, murdered the Storzar, and escaped undetected.

It has always been assumed, at least by the Storzars, that Hlanakar arranged for Homgeir's murder by bribing the assassins. It is also possible that the assassins were sent by their respective valhakars, either out of jealousy or to avoid risking civil war. In any event, the death of Homgeir ensured the kingship for Hlanakar.

Recent Losses

In 705, a fleet of ships from Orbaal attacked the walled town of Thay in the Hârnic kingdom of Melderyn. The Orbaalese carried off many women and much plunder. For a second raid in 707, King Alegar II amassed a force of more than 100 ships and 5,000 men from as far away as Menglana and Chelemby. The fleet was scattered and destroyed by a freak storm off Cape Renda, which many believe was the result of intervention by Melderyni mages. The great loss of men and ships affected not only most Orbaalese greatclans but many in Menglana as well.

Rogna has waged an undeclared war against Menglana for the last few decades. Thrans along the western seaboard live in terror of the seawolves who strike with impunity in black-sailed ships, rape and pillage, then return to the foggy Elkyri Islands. King Hlanakar is seen as having done little to stop the attacks.

In 717, an Ibanvaaler army marched through the Kejelrian Mountains and besieged the thran of Froyby; it fell the next year. King Osidar Dagen seeks a port that cannot be interdicted by his southern neighbors and sees Vulenheim as a promising target. The fall of Froyby poses a great threat not only to Froyaheim and Storzarlund, but to the Kingdom of Menglana overall.

CURRENT SITUATION

Menglana is beset by threats from within and without, and many see it as a kingdom in decline. The rival factions backing various claimants to the throne could lead to civil war and upheaval in the royal clan, while invasions from Ibanvaal and Rogna endanger the kingdom's very existence.

The population loss that began under Jansen the Mad has slowed but not stopped. Fewer young men leave to go viking or establish new colonies, but the consequences of the 7th century exodus continue to be felt, along with the losses to Ibanvaal and Rogna and the disaster at Cape Renda. Today, less of the kingdom's arable land is needed to feed its people. Fields lie fallow and practically every thran has empty longhouses; a few clanholds have been abandoned completely.

Internal Conflict

Since Hlanakar III came to the throne in 688, the ebb and flow of allegiances between greatclans has amounted to a cold war along the chilly waters of the Leimenfjord. Much of the unrest is centered around the long-simmering hatred between the Stahlers and Storzars. Each side has its allies, while some clans have tried to remain neutral and the holders of more-isolated thranaals are likely of limited help to either. A few greatclans are considering paying tribute to Clan Dagen of Ibanvaal or seeking an alliance with Seldenbaal.

Factions within the royal clan are equally divisive. Hlanakar III has six sons and there is much bickering over a successor; only his youngest son, Methgar, is loyal. Most see Lonn, the half-blind eldest son and holder of Hilm, unfit to rule. The able fourth heir, Branwaal, is a serious candidate but would likely have to arrange for the disappearance of Adric, the second eldest, before gaining the high seat. The third and fifth sons are weak and unlikely to succeed.

Erling Storzar, grandson of Homgeir, has inherited his grandfather's lust for power and is competent enough to try for the throne. Any such plans have been stalled by the recent capture of Froyby by Clan Dagen of Ibanvaal and the expected assault on Froyaheim.

External Threats and Alliances

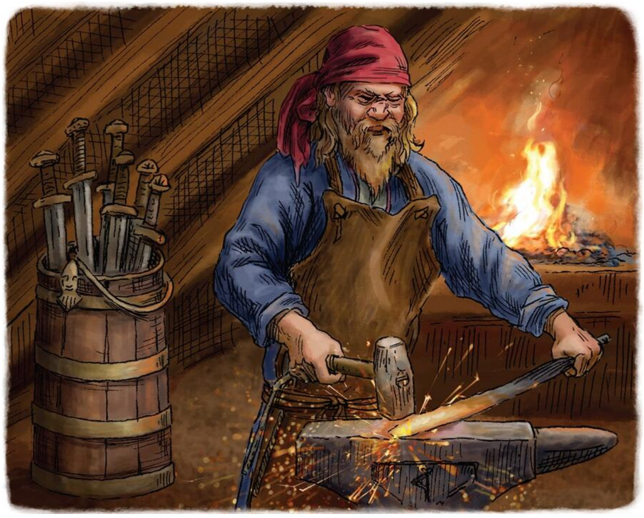
The invasion by Ibanvaal is foremost in the minds of most Menglanans. The Stahlers realize that the Storzars are dangerous rivals, but many on the Stahler thrangaad believe they must still be aided. Council members have reasoned that the fall of Froyaheim would open up the Leimenfjord to Ibanvaal, and many also believe they can ill afford to risk Erling Storzar becoming the "savior" of Menglana should he manage to defeat Ibanvaal without aid from the royal clan. The aged King Hlanakar III is vehemently opposed to helping the Storzar "usurpers," claiming he will defeat Ibanvaal after they eliminate Clan Storzar. Only Hlanakar's death will resolve this deadlock.

Rogna has taken advantage of the current situation to increase its raids on the outlying Menglanan thrans. King Haakis Turensyn has allied with Clan Dagen, with a tacit agreement that would effectively divide Menglana between them. Haakis has been preparing to invade Hutheng Island north of Rogna within the next six months, a fact he has not been trying to keep secret. If Ibanvaal attacks Froyaheim as Osidar Dagen agreed, it is unlikely King Hlanakar will have the military resources to help defend Hutheng. Barring such help from Pelyn, Hutheng will probably fall to the Rognans.

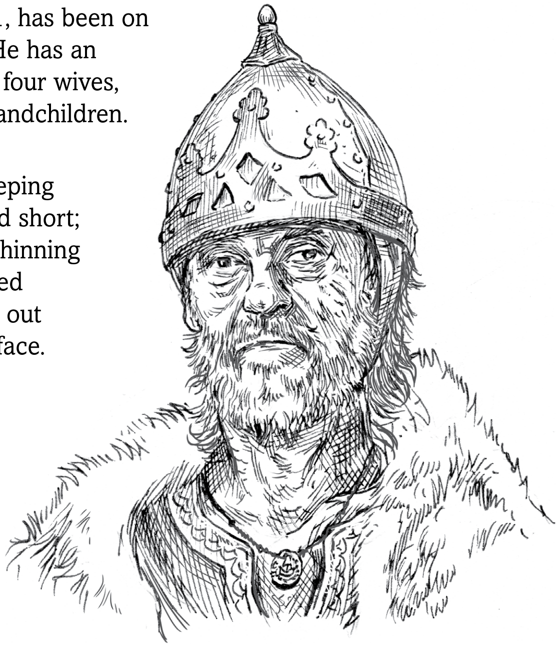
Although Seldenbaal has traditionally been neutral at best with Menglana, Hlanakar has sent embassies to its rulers seeking help in stopping Ibanvaal, warning that Clan Dagen's ambition will inevitably turn in their direction. Although keen to clip Ibanvaal's wings, Seldenbaal needs to keep the majority of its army at home to counter Ibanvaal's threat to its own borders and is thus poorly positioned to provide direct aid to Menglana.

Although Menglana considers Orbaal a tributary colony and received tribute for a time from King Hagined, no tribute has been paid for more than 30 years. The current king, Alegar II, does not acknowledge these claims and has yet to decide what to do about King Hlanakar's calls for renewed tribute and aid.

Menglana maintains good relations with the Holy Kingdom of Lokis and guarantees its freedom under treaty. Methgar Stahler plans to visit Kyriheim to consult the oracle there on what the best course of action may be.



KING HLANAKAR STAHLER



King Hlanakar III, 61, has been on the throne for 31 years. He has an extended living family of four wives, seven children and 14 grandchildren.

Hlanakar follows the Menglanan fashion of keeping his graying hair and beard short; he is going bald and his thinning hair shows his liver-spotted scalp. His blue eyes stare out from a lined and tanned face. Unless receiving official guests, Hlanakar dresses modestly, typically wearing tunics and cloaks from gray and cream pattern-woven wool cloth. He has an elaborate gold crown but detests wearing it.

In addition to threats from Ibanvaal and Rogna, Hlanakar faces challenges from inside his own family. His sons have largely deserted him; most now live in Vulenheim.

Hlanakar is highly intelligent and a supreme political manipulator. He is ruthless and has in the past been willing to use any method to achieve his goals. As the years have taken their toll, he has become increasingly stubborn and cantankerous. Blaming all his ills on his disloyal sons and the treasonous Clan Storzar, Hlanakar has refused to act, either to sort out the succession for the high seat or to defend his kingdom from the invading forces. When presiding over the Stahler thrangaad, he ensures that little is decided by playing off one member against another. Fortunately, he often leaves the clan council to meet without him and the day-to-day running of the kingdom proceeds in his absence.

The king is beset with paranoia and seldom strays from the security of his quarters and bodyguard in Pelyn's Jansen Tower. He appears in public only with his *krongaard* (king's guard) present.

The Stahler Thrangaad

In addition to the king's sons, other prominent Stahlers sit on the clan council. Baraka Stahler, 53, leads the thrangaad. A distant but trusted relative of the king, he is a stern disciplinarian and commands the 160 men of the Vulengaard, the king's personal army.

The most senior Stahler lords who hold thrans from the king are Njaal of Vizby, Olaf of Hazenby, and Seald of Gertstad; each has more than five warboats.

Arlaas and Torfi Stahler are both shipwrights, based in Pelyn and Vulenheim, respectively. Torfi is also a member of the Hirdmaand, a cartel that controls economic activity in the kingdom.

Potential Successors

The Stahlers are one of the largest clans in Menglana, with a few thousand members. However, the number of significant personages in the royal family and thrangaad is less than a score. Hlanakar has six surviving sons with no other close male kin.

Lonn, 39, holds the thran of Hilm. As the eldest son, Lonn would normally expect to succeed his father as king. Unfortunately, the loss of an eye and arm in a bear attack likely rules him out of the running.

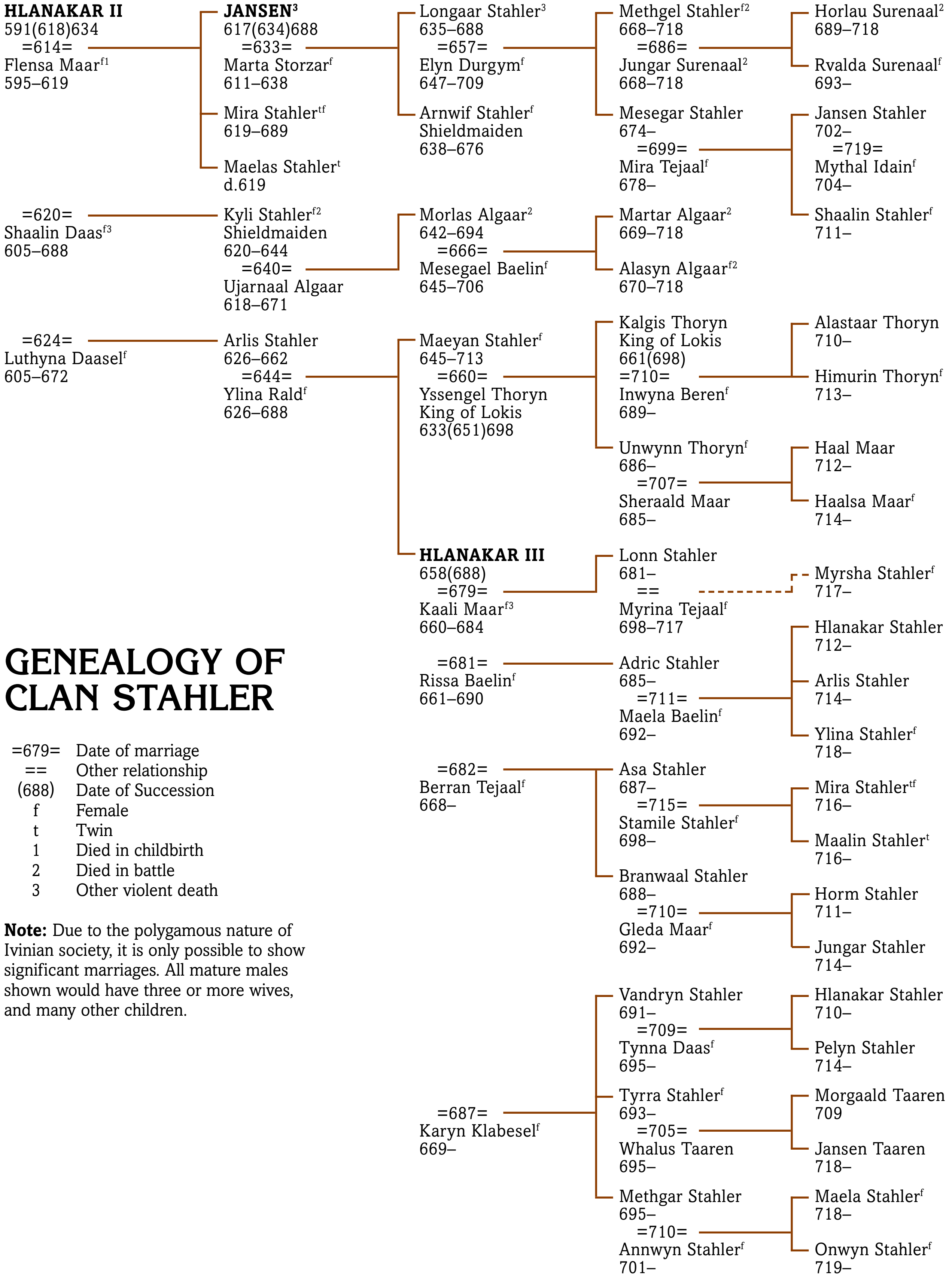
Second son **Adric**, 35, is the royal governor of Vulenheim and conspires with some of his clansmen to take the throne by force. He also has a powerful ally in Knurri Baelin, whose clan dominates the kingdom's trade in luxury goods.

Branwaal, 32, the fourth son, has the cunning and ability to succeed his father and is Adric's most dangerous rival. Branwaal hates Adric and his father equally.

The youngest son, **Methgar**, 25, is loyal to his father and the only son who lives in Pelyn. He is unlikely to survive his brothers' machinations.

The king's third and fifth sons, are not contenders for the throne. **Asa**, 33, has a sever stutter, is somewhat deaf, and has little interest in politics. **Vandryn**, 29, is a weak wastrel rumored to support Erling Storzar's ambition to be the next king.

Although he is not Hlanakar's son, some see **Jansen** Stahler, 18, as a possible successor. Jansen is great-grandson of King Jansen by male descent.


HLANAKAR II
591(618)634
=614=
Flensa Maar^{f1}
595–619
=620=
Shaalin Daas^{f3}
605–688
=624=
Luthyna Daasel^{f}
605–672
JANSEN^{3}
617(634)688
=633=
Marta Storzar^{f}
611–638
Mira Stahler^{tf}
619–689
Maelas Stahler^{t}
d.619
Kyli Stahler^{f2}
Shieldmaiden
620–644
=640=
Ujarnaal Algaar
618–671
Arlis Stahler
626–662
=644=
Ylina Rald^{f}
626–688
Longaar Stahler^{3}
635–688
=657=
Elyn Durgym^{f}
647–709
Arnwif Stahler^{f}
Shieldmaiden
638–676
Morlas Algaar^{2}
642–694
=666=
Mesegael Baelin^{f}
645–706
Maeyan Stahler^{f}
645–713
=660=
Yssengel Thoryn
King of Lokis
633(651)698
HLANAKAR III
658(688)
=679=
Kaali Maar^{f3}
660–684
=681=
Rissa Baelin^{f}
661–690
=682=
Berran Tejaal^{f}
668–
=687=
Karyn Klabesel^{f}
669–
Methgel Stahler^{f2}
668–718
=686=
Jungar Surenaal^{2}
668–718
Mesegar Stahler
674–
=699=
Mira Tejaal^{f}
678–
Martar Algaar^{2}
669–718
Alasyn Algaar^{f2}
670–718
Kalgis Thoryn
King of Lokis
661(698)
=710=
Inwyna Beren^{f}
689–
Unwynn Thoryn^{f}
686–
=707=
Sheraald Maar
685–
Lonn Stahler
681–
==
Myrina Tejaal^{f}
698–717
Adric Stahler
685–
=711=
Maela Baelin^{f}
692–
Asa Stahler
687–
=715=
Stamile Stahler^{f}
698–
Branwaal Stahler
688–
=710=
Gleda Maar^{f}
692–
Vandryn Stahler
691–
=709=
Tynna Daas^{f}
695–
Tyrra Stahler^{f}
693–
=705=
Whalus Taaren
695–
Methgar Stahler
695–
=710=
Annwyn Stahler^{f}
701–
Horlau Surenaal^{2}
689–718
Rvalda Surenaal^{f}
693–
Jansen Stahler
702–
=719=
Mythal Idain^{f}
704–
Shaalin Stahler^{f}
711–
Alastaar Thoryn
710–
Himurin Thoryn^{f}
713–
Haal Maar
712–
Haalsa Maar^{f}
714–
Myrsha Stahler^{f}
717–
Hlanakar Stahler
712–
Arlis Stahler
714–
Ylina Stahler^{f}
718–
Mira Stahler^{tf}
716–
Maalin Stahler^{t}
716–
Horm Stahler
711–
Jungar Stahler
714–
Hlanakar Stahler
710–
Pelyn Stahler
714–
Morgaald Taaren
709
Jansen Taaren
718–
Maela Stahler^{f}
718–
Onwyn Stahler^{f}
719–

GENEALOGY OF CLAN STAHLER

=679=	Date of marriage
==	Other relationship
(688)	Date of Succession
f	Female
t	Twin
1	Died in childbirth
2	Died in battle
3	Other violent death

Note: Due to the polygamous nature of Ivinian society, it is only possible to show significant marriages. All mature males shown would have three or more wives, and many other children.

GOVERNMENT

Menglana has no equivalent to the royal bureaucracy commonly found in feudal kingdoms. Functions similar in nature to those of a chancellor or chamberlain are performed by individual clansmen, invariably members of the Stahler thrangaad, but organization is very informal.

The King

Since the founding of Menglana, the valhakar of Clan Stahler has always been king. As head of his clan, the king has legal rights and obligations within Stahlerlund, but none beyond this thranaal except by tradition and custom.

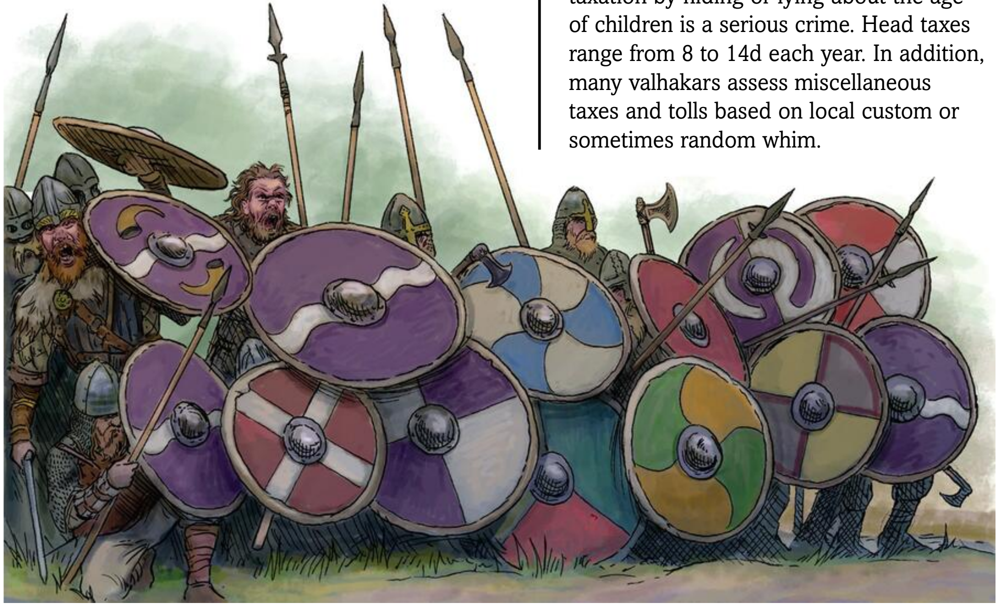
The right to the kingship depends largely on the power of the king to enforce his will on the other greatclans; that is, to demand and receive their loyalty and tribute. In return for this, the weaker greatclans have the “right” to be left in peace to govern their own thranaals and the king’s promise to provide protection when they need it. With clan and kingdom united behind the crown, the system is effective. However, conflict within the clan around succession, and the king’s unwillingness to support Clan Storzar against Ibanvaal is leading many valhakars to question their loyalty to the king and his ability to defend them.

The Kronraad

Before 680, the King of Menglana had, largely by default, sole authority over diplomacy, defense of the realm, coinage, and many other matters. He now shares this authority with the Kronraad, or crown council, usually with great reluctance. The Kronraad may be attended by the valhakar of each greatclan or his appointed clansman; there are 15 members in all. The king has one vote, like any other valhakar, but also has the right to cast a vote for any clan not in attendance.

The Kronraad meets in the Great Hall of Pelyn at the pleasure of the king, typically once per year during the first tenday of Azura. Each member has the right and responsibility to advise the council on all important matters that have occurred within his domain since the last meeting. After the usual heated debate, members vote on any matters, primarily external and inter-thranaal affairs, that are within the remit of the Kronraad. All votes require a majority of two thirds to be carried, and even then the king is not bound by any decision.

Hlanakar III has not called the Kronraad to session since 717. He fears a vote to aid the Storzars of Froyaheim against Ibanvaal would be carried, and that ignoring that decision could have serious implications for future Stahler rule.



Tribute and Taxation

The tax regime in Menglana mainly revolves around the assessing and collection of tribute. The Stahlers hold three major thranaals that provide revenue directly to the royal treasury. The valhakars of other greatclans collect tribute from within their own domains and pay a portion of this as tribute to the king. The amount of tribute expected is established by mutual consent or force of arms. Tribute may take the form of a fixed levy, a specific number of seal pelts for example, or it may be a percentage of revenue payable in cash or kind.

Collection of tribute is often very difficult, especially from remote clans. Payment is often late, sometimes by a year or more. A clan may deliberately delay payment, using distance as an excuse, causing the king to then use a demonstration of force to “remind” the clan of the need to pay their due. The tribute from Clan Durgym of Amavik for 719 failed to arrive in Pelyn. Although Jarl Ulmar Durgym claims that the ship must have been lost at sea, he in fact diverted the tribute to fund a reprisal attack on Clan Uthersen of Visoloy on the basis that the king had failed to defend him from the initial Uthersen-backed raid by Rognan pirates and hence does not deserve it.

Within the thranaals of greatclans, tribute owed by each clansmen is generally determined by a head tax. This is commonly assessed on every person over five years of age. An attempt to evade taxation by hiding or lying about the age of children is a serious crime. Head taxes range from 8 to 14d each year. In addition, many valhakars assess miscellaneous taxes and tolls based on local custom or sometimes random whim.

ORGANIZATION

Thranaals

Menglana is divided into 15 thranaals, each held by a greatclan. These domains are generally named after the clan, such as Stahlerlund and Storzarlund. Within each thranaal, law and government are administered by the greatclan's valhakar supported by the clan elders of the thrangaad. Specific laws vary from thranaal to thranaal, although some laws, known as the King's Law, are more or less common to all.

Greatclans

The majority of people in a thranaal are related, however distantly. For example around 80 percent of all individuals in Stimby are Ralds, but only 30 percent of Trond's inhabitants are Tejaals since that clan only recently conquered the area. Most members of a greatclan are not closely related to the ruling family and thus have limited power. The remainder of the thranaal's population will be from smaller freehold clans, with around 10–15 percent being thralls. The smaller clans have limited autonomy over their own affairs, subject to the payment of tribute to the greatclan.

Thrangaads

A thrangaad is a council of clan elders that discusses clan affairs and manages the clans jointly held funds. In Menglana, the membership of the thrangaad is generally restricted to men with three or more wives. This effectively eliminates most clansmen because they are unable to afford the bride-price for so many wives. Greatclan thrangaads normally have 12–18 members.

Valhakars

Thrangaads have the right to elect their clanhead. In theory, the most able candidate is chosen, although in practice a son of the late valhakar generally succeeds unless they are all unfit or unworthy. Vicious power struggles for the leadership between brothers are common, partly because they often have different mothers and are therefore only half-brothers, and partly because the Ivinian tradition of fitness to rule fosters survival of the fittest.

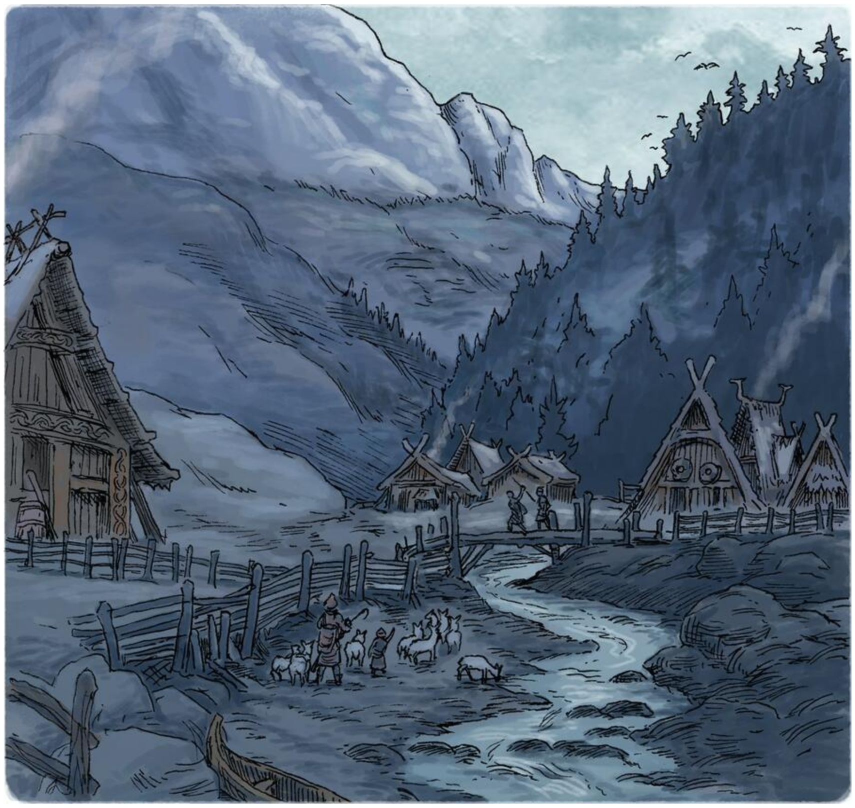
The valhakar is often referred to by the name of his clan, hence King Hlanakar could be referred to as "the Stahler." The honorific "jarl" is used when referring to a valhakar or other influential or important clansman, although some greatclan valhakars believe it should be reserved for themselves. By tradition, a man does not call himself a jarl until acclaimed as such by his peers.

Vathran, Thran, and Clanhold

A clanhold is a settlement consisting of a number of longhouses and outbuildings where, typically, a single family lives. Thrans are larger settlements that may be home to a single clan or a mix of clans. A settlement generally needs to have eight longhouses to be considered a thran. Longhouses are traditionally arranged in a cross shape and surrounded by a circular palisade and ditch. The largest thrans, normally the center of trade and home of the thranaal's ruling greatclan, are known as vathrans. Although some vathrans have stone fortifications, most have only a small fortified compound for the jarl, his family, and household huscarls.

Lesser Clans

Around a third of Menglana's population belong to small clans. Those that hold one or more thrans are known as lesser greatclans, while those that have only a clanhold, or no lands at all, are simply called lesser clans. Despite their lower status, each lesser clan still has a thrangaad and valhakar and are proud of their family heritage and standing.



LAW

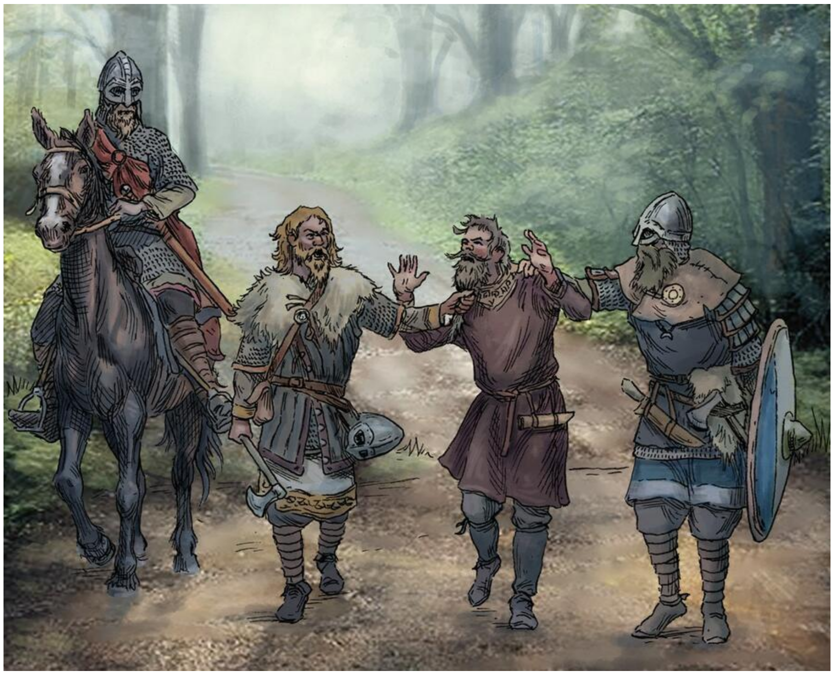
Vendetta Law

Menglana's legal code is based on the ancient tradition of vendetta law that the Ivinians picked up from the Khuzdul. This type of rough justice is based on the concept of *wergild* ("man gold"), which is compensation for the death or injury of a clansman. The amount to be paid is negotiable and varies with the status of the victim and the degree of his injury. If the accused cannot pay, the entire family are liable unless they cast out the miscreant by declaring him outlaw.

The idea of wergild has been extended beyond death and injury and is used to determine the value of stolen property, the cost to replace a damaged item, and other offenses. Other than force, there is no sure method to ensure any agreement between clans of different thranaals is honored or even made. The system clearly favors those with the strength of arms to enforce the law and often results in blood feuds lasting generations.

Wyrdsmaan

The valhakar of the holding greatclan is entirely responsible for the administration of justice within his thranaal, although most rely heavily on *thengs* and wyrdsmaan to ensure that justice is fair. Wyrdsmaan are appointed for life, but are subject to banishment for any breach of trust. They must intimately know the laws of the thranaal and take oath to bring to the attention of the valhakar (or those assembled at a theng) any crime they have seen or any "oath-sworn" crime reported to them. A crime is oath-sworn if a suitor has two or more witnesses. A witness may be someone who saw the actual crime or is simply vouching for the plaintiff's character. Wyrdsmaan do not actually judge a case, although their advice often has considerable weight. They are also employed to witness important legal transactions, such as an exchange or sale of lands, declarations of inheritance or divorce, or other actions that might later be contested. The number of wyrdsmaan in any thranaal varies, a dozen being most common.



The Theng

All free clansmen in a thranaal may attend the theng, a justice-moot held by the valhakar. By tradition, they are held at least once a year, but larger settlements often have them monthly. Several thengs may be held at different thrans in the same thranaal. Thengs tend to be noisy affairs. Each man present has the right to address the assembly on any matter of concern, and each man may vote on issues and crimes brought before the gathering.

The Hirdmaand

Most disputes on matters related to trade and commerce are handled by the Hirdmaand, which is essentially the Menglanan equivalent of the Mangai. This loosely organized group of individuals and small clans wields subtle but enormous power, conferring local monopolies to its members on most profitable endeavors.

The Hirdmaand's interests are not limited to legitimate commercial activity. Prostitution, gambling, abduction, extortion, protection rackets, smuggling, and wrecking are all undertaken. Meetings of the Hirdmaand are not secret but outsiders are not invited or welcome.

The group's power is entirely based on its ability to "persuade" competitors to cease any conflicting activity. Brutal intimidation, destruction of assets, and even the disappearance of "persistent offenders" are common methods of enforcement. In effect, the Hirdmaand conducts its affairs much like the Lia-Kavair, which it has futilely sought to exterminate.

Once composed entirely of those loyal to Clan Stahler, the Hirdmaand has evolved into a more realistic body. Its leaders now see the instability of Stahler rule as a growing threat to their own welfare. They seldom work against the interests of the king, but no longer put the interests of Clan Stahler first.

Outlawry

Being declared outlaw removes an individual from the protection of their clan. If they are found on clan lands, they may be assaulted or even killed with no penalty. In most Ivinian kingdoms, the condition is limited to the individual, but Menglanan legal tradition allows the decree to also apply to their direct descendants.

MILITARY RESOURCES

Menglana has three standard forms of warrior: huscarls, clansmen, and skirmishers.

Huscarls are the most experienced, heavily armoured, and wealthy fighters. A typical huscarl wears mail armour, a helmet, and roundshield, and carries an axe or sword. Some are themselves clan valhakars and thrangaad members, but most are the personal guard of the greatclan valhakars. The largest force of huscarls in Menglana is King Hlanakar's Vulengard; its eight companies include 80 men in Pelyn, 60 in Vulenheim, and 20 in Hilm.

Clansmen make up the bulk of the army and are trained to fight in a shield wall. They are effectively a militia comprised of all able-bodied men from the thranaal's clans. These men are generally equipped with roundshield, spear, sidearm, and whatever armour they buy, take, or inherit.

The skirmishers are a mix of young, lightly armoured men armed with throwing spears or other missile weapons, along with experienced bowmen drawn from Menglana's hunters.

Warships

Each greatclan valhakar maintains a number of warships. Although Menglana's fleet has traditionally been a major factor in the kingdom's defense, its numbers have been depleted by losses incurred conquering Orbaal and in the disaster off Cape Renda during the ill-fated raid on Thay in 707. Pirates from Rogna have further weakened Menglana's maritime power by targeting the kingdom's ships, particularly those of Clan Stahler and its close allies. No new dragonships, the largest and most prestigious type of warship, have been built for many years and the few surviving old ones lie rotting and unseaworthy. The once-large fleet now has only slightly more than 200 warships, and all are warboats or longships.

The Wapentake

A *wapentake* is a muster of the fighting men from a particular region. Unlike feudal kingdoms, Menglana and other Ivinian kingdoms have no concept of a clan owing military service to the overlord to whom they pay tribute. The valhakar of each Menglanan clan has his own military force and leads it in battle. The jarls expect to have a say in all major decisions and may overrule the king on matters of strategy and tactics.

An overlord may call a wapentake to assemble the forces from his lands for an expedition or to defend his territory, but clan valhakars have no fixed obligation to attend. Whether or not a valhakar does heed a call to arms is a complex issue. The decision is based on factors like honor, personal loyalty, family ties, opportunities to receive booty, the likely loss of life, and even fear of retribution from the overlord if they fail to support him.

Menglana has around 26,000 warriors in total, including 2,800 huscarls. Most greatclan valhakars can depend on the support of their dependent clans. Given the lack of trust and loyalty some greatclan jarls have for the king, however, Hlanakar can realistically expect only around 20 percent of this military might to answer his call. Some valhakars will refuse the summons outright, but most will ignore it or claim an inability to muster their forces in time. Clans Storzar and Daas would normally be among those refusing Hlanakar's summons, but that would not be the case in the highly unlikely event that the king raised a wapentake to defend Storzarlund from an Ibanvaaler invasion.

	Huscarls	**Clansmen**	**Skirmishers**	**Warboats**	**Longships**
Altenhus	120	505	155	10	2
Amavik	60	525	95	4	1
Froyaheim	375	2,600	500	23	4
Hilm	130+20	800	165	8	1
Horko	140	1,015	235	10	1
Inlevik	85	590	330	7	1
Isenwich	55	390	75	4	0
Luthby	80	620	125	5	1
Myna	125	845	145	8	1
Orgund	35	295	270	5	0
Pasila	150	1,105	220	9	2
Pelyn	135+80	845	145	7	2
Stimby	230	1,715	290	14	3
Sulubin	80	890	255	6	1
Thegholm	110	705	145	8	0
Trond	180	1,355	270	12	2
Visoloy	45	310	115	3	1
Vulenheim	295+60	2,110	370	17	4
Wulfenheim	25	220	70	2	0
Yafors	60	495	110	4	1
Ygesdram	145	1,120	245	11	1
Total	**2,820**	**19,055**	**4,300**	**177**	**29**

Notes: *The numbers shown are maximums and do not reflect how many men a jarl can reasonably count on mustering to a given call. The additional huscarls for Hilm, Pelyn, and Vulenheim are members of King Hlanakar's Vulengard.*

Warboats and longships are crewed by warriors in the first three columns.

ECONOMY

Despite their reputation as pirates, most Menglanans work the land, producing crops and raising animals. Farmsteads are rarely isolated single units, but tend to be clustered around thrans and fortified clanholds held by the local greatclan. Around 60 to 80 percent of the inhabitants in any rural area will be related, however distantly, to the local greatclan.

The countryside is less fertile than most regions of Hârn, resulting in lower crop yields. Crops of barley, oats, and rye are supplemented by beans, peas, and other hardy vegetables. Larger thrans keep cattle in moderate numbers, intermixed with reindeer in the northern regions. Horses are uncommon, as most Ivinians would rather walk or sail than ride. Most plow animals are oxen. All but the poorest farmsteads will have goats, sheep, swine, and fowl, which provide a multitude of products. Choice lands are used for orchards and meadowland.

Fishing, Sealing, and Whaling

Many Menglanans supplement their incomes and diets by fishing, and the kingdom's economy depends in great part on its abundant fisheries. The inshore waters contain numerous species of fish and other marine life. Cod, herring, halibut, and salmon are the usual harvest, along with various mollusks, crustaceans, and birds. The Sea of Elkyri and most fjords teem with fish. Most fish are sold dried, pickled, or salted, although some fresh fish can be obtained at the dockside.

Pods of seal and walrus are typically culled in the whelping months of Morgat and Nuzyael. The task is dangerous, especially for inexperienced hunters. The rewards are extremely variable for the animals can be difficult to locate. Ships run additional risks from the unpredictable weather and the danger of being trapped and crushed by drifting pack ice.

Whaling expeditions often range to the coasts of Orbaal and even beyond. A single right whale can provide enough meat and byproducts to feed most clanholds for a year.

Trapping

Menglanan trappers make a rich living from the hides of a large array of creatures. Trap lines are generally tended in pairs or small groups. Wolves and other predators make solitary travel inadvisable, especially around the harsh winter months. Pelts of the greatest value are those of the snow bear, lynx, arctic fox, marten, ermine, sable, beaver, otter, and sea otter.

Mining

The Megeleburin and Kejelrian ranges contain appreciable mineral wealth. Accessing these deposits of iron, base metals, and the rarer veins of silver and gold in the remote high mountains would be arduous even for Khuzdul. Although the skills of Menglana's miners are relatively sophisticated, generally only the mines in the more-accessible foothills are profitable. Iron is most commonly mined in open pits, while tin, copper, and lead are mined from placer deposits or from shallow surface mining.

Stone is extracted from small quarries for local use. Steatite (soapstone) is relatively common and used to make bowls, cups, and all manner of personal objects that are exported far and wide. Amber and gemstones, though rare, are valuable trade goods.

Trade Routes

Amongst the Ivinians, a race of shrewd traders, Menglanans are esteemed for their ingenious bargaining. Most of the kingdom's trade is conducted with Harbaal, Shorkyne, Chelemby, Orbaal and other Ivinian colonies, but Menglanan ships often sail far into the Venarian Sea to ports in Azeryan, Karejia, and even Dalkesh.

Menglanan vessels are a common sight in many settlements of Orbaal, with a nivik or other trading vessel arriving in Geldeheim virtually every tenday except during the stormy winter season.

In the opinion of most residents of western Lythia, Menglanans and other Ivinians are rude, coarse, and dangerous. Traders in Emelrene, Shorkyne, and Azeryan all have regular contact with Menglanan merchants, but few would consider an Ivinian worthy of his daughter's dowry. Nonetheless, the valuable hides, pelts, whale oil, and amber brought by these Menglanan traders is often sufficient to overcome the aversion of most pragmatic southern mercantylers.

In the Venarian Sea and further afield, cultural and language differences become more extreme but seldom deter Menglanan traders from making the trip. The value of their amber, furs, walrus ivory, and pale-skinned slaves increases as their rarity grows. A missive written by a fastidious Azeryani merchant named Verian in 520 describes a group of Menglanans seeking to purchase slaves at the Karejian city of Phanosia as "the dirtiest of creatures … and they do not wash themselves after sex."

ECONOMIC DATA

The major settlements listed in the table have a surplus (+), demand (–), or are self-sufficient (•) in the commodities shown. Larger settlements tend to have greater demand for produce and have a surplus of manufactured goods. Some settlements have trade restrictions imposed by their jarl.

Commodities are owned by the clan that produce them, whether those items are grown, caught, extracted, or manufactured. There are no monopolies owned by the crown. The king claims the right of ownership of all things from the sea that wash up on the shores of the kingdom, but in practice this holds true only in Stahlerlund. Some jarls claim ownership of minerals below ground level in their thranaals and issue licences to mine it.

The information here is derived from natural resources, land quality, and geopolitical position and can be used to generate realistic mercantile activity and relative prices.

	Amber	Fish	Furs	Gemstones	Grain	Livestock	Luxuries	Minerals	Oil	Pottery	Salt	Seal	Slaves	Stone	Textiles	Whale	Wood
Altenhus	–	•	+	–	+	+	+	+	–	•	•	–	+	•	+	•	•
Amavik	•	+	–	•	–	–	•	•	+	•	•	+	–	•	–	+	•
Froyaheim	–	–	+	•	+	+	–	+	–	•	•	–	–	•	+	–	+
Hilm	•	+	+	–	•	•	–	+	•	•	•	•	•	–	–	•	•
Horko	•	+	•	+	•	•	–	+	•	–	•	•	•	–	–	–	•
Inlevik	•	•	+	•	•	–	•	•	•	•	–	+	•	•	–	•	–
Isenwich	+	–	+	•	+	+	•	+	•	•	•	–	•	•	•	•	•
Luthby	+	+	+	•	+	•	–	+	•	•	+	•	–	–	•	•	•
Myna	–	–	+	–	+	+	–	–	•	+	•	–	•	•	+	–	•
Orgund	+	•	–	•	–	–	•	•	+	•	–	+	•	•	+	+	–
Pasila	•	–	+	–	+	+	•	•	•	•	–	–	•	•	+	–	–
Pelyn	–	+	+	–	•	•	–	•	•	–	•	•	+	•	•	•	•
Stimby	+	+	+	+	•	•	–	+	–	+	•	•	–	–	•	•	•
Sulubin	•	+	+	•	•	•	–	•	–	•	•	–	–	•	•	•	+
Thegholm	•	•	+	–	•	•	•	•	–	•	•	•	–	•	+	•	•
Trond	•	–	+	•	•	•	–	+	•	•	+	–	–	•	+	–	•
Visoloy	+	+	•	•	–	–	–	•	+	–	•	+	•	•	•	•	–
Vulenheim	+	–	+	•	–	–	+	–	–	+	–	–	•	•	–	+	–
Wulfenheim	+	•	–	•	–	–	•	–	+	•	–	+	–	•	–	+	–
Yafors	•	+	+	•	–	•	–	+	•	–	–	•	–	•	•	•	–
Ygesdram	•	–	•	–	+	+	•	•	•	•	•	–	•	•	+	–	•

Transportation

River and sea transport is essential in Menglana, as the population is scattered over large distances and separated by natural land barriers. Some thranaals have no road links to the rest of the kingdom, making maritime travel the only option.

The sea coasts and fjords south of Skivaal's Bight are generally navigable in winter, though they may be fringed with thin sea ice. North of the Bight, the sea ice can be thick or wide-spread enough to impede navigation. Rivers all over Menglana tend to freeze during winter.

"Skivaal's Flood," a cold current flowing down through Hutheng Pass, brings icebergs and drifting pack ice south into the Sea of Elkyri well into late spring. These are considerable hazards to navigation, especially when coupled with the common heavy fogs.

Road conditions in the kingdom are mostly poor to disgusting, especially in springtime when they are quagmires. Most goods go to market by sea where possible. Land travel is mostly by foot or pack animal. There are many wooden bridges and a few of stone, but most rivers are crossed by ferry or ford. Roads are much better in the Leimenfjord, where they are built and maintained by wealthy clans. Many are good enough to support cart traffic. Carts are usually pulled by oxen that are more used to dragging a plow; horses are rare.

Winter's frozen rivers and snow-covered roads are often travelled using skis, skates, and sleds. Skis are used for cross-country journeys, and children in the most northern thranaals are said to learn to ski before they learn to walk. Ice skates made of bone are common but mainly used for recreation and sport. Sleds are crafted in a range of sizes and can be pulled by animals or by men on skis. Some small, fast sleds are pulled by dogs, a practice mostly seen on the isle of Hutheng. In Wulfenheim, they use reindeer to pull sleds.

CULTURE

In most ways, Menglanan culture is similar to that found in other Ivinian lands. See *Ivinia* (COL #5101) for general information about regional cultural practices.

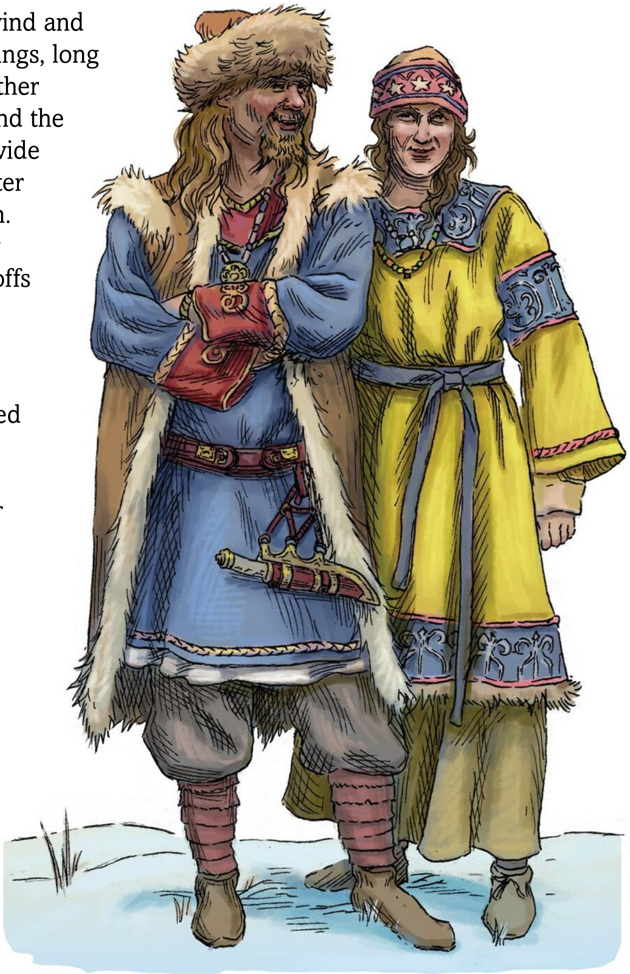
Appearance and Clothing

Despite the stereotypes commonly heard in the southern kingdoms of Lythia, not all Menglanans are tall, strong, blue-eyed, and blond haired; in fact, the reverse is often true. Most of Menglana's clansmen are a mix of Jarind (Yarili) and Pharic (Ivini) peoples, with the introduction of foreign thralls having injected yet more genetic diversity.

Regardless of their genetic background, Menglanans do tend to share some characteristics. Most men have tanned, weather-beaten skin, while women, especially those of the wealthier greatclans, have paler skin from spending more time indoors. Men favor long hair and beards but braiding is less common than among their Rognan counterparts. Women also keep their hair long, although the current fashion is to wear it braided into a bun.

Indoor clothing is usually a long, flowing tunic, kirtle, dress, gown, or robe in bright colors. Among the greatclans and wealthy, status is indicated by the use of fur, woven braid, and embroidered trimming. When outdoors, practical clothing of thick wool and fur is common. Menglanans can often be distinguished by the intricate way in which they wind and fasten their leg bindings, long strips of linen or leather that are bound around the calf and boot to provide protection from winter snow, slush, and rain. Thralls are generally dressed in the cast-offs of their masters.

Mercantylers of Clan Gelda from Rogna recently visited Pelyn with a shipload of fine woolen cloth. King Hlanakar denounced them as spies, ordered their execution, and promptly confiscated their cloth. The king has since been seen wearing the distinctive cream and gray used by Ilby's weavers, and the look has caught on with other courtiers.



Viking

Many Ivinian men spend all or some of their twenties on the adventure known as *viking*. Although many say the "golden age" of viking has passed, the practice still offers a good way for bold and enterprising men to gain wealth or a bride, since the polygamous nature of Ivinian society tends to make good women scarce.

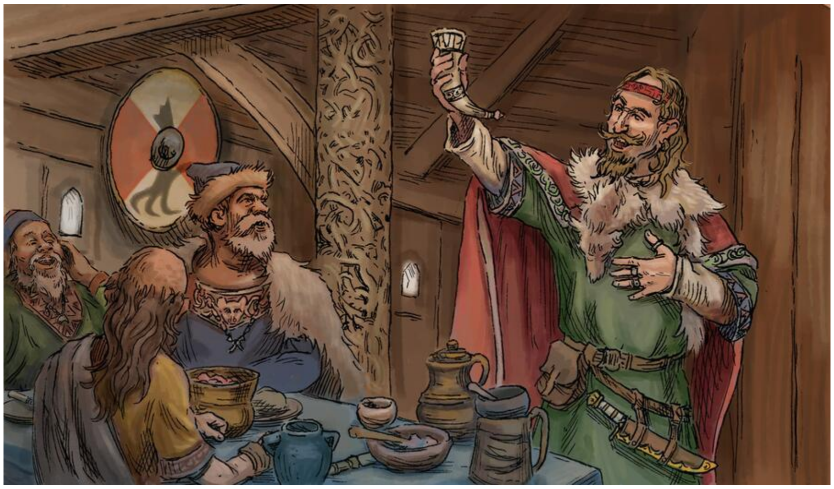
Men going viking join the crew of a ship, often their clan's warboat but occasionally a nivik or other vessel, and travel around the known world. Some trips may be very short, a few tendays at most, while others last years.

Viking expeditions include raiding foreign shores and engaging in piracy to gather plunder and slaves. Some involve fighting as part of a great host invading new lands or settling ancient vendettas. Other viking crews focus on trade to build their wealth, but even these trading expeditions are often financed with a little raiding first. Pillage and theft are acceptable alternatives to trade. Robbery of a fellow Sarajinian is seen as contrary to the *Ljarl*, the faith's code of honor, but stealing from a non-believer is very good sport.

Although some viking crews choose to settle in a new land, most return home with new fighting and sailing skills and greater knowledge of the world.

The practice of viking has dwindled in Menglana over the last few decades. Today, the majority of young men choose to remain at home, seeking to profit from changing situations and shifting loyalties. Life in most thranaals can be interesting enough, full of incident and hazard, with threats from pirates, warring neighbors, and family feuds. As the skalds sing in *Hereval*, an epic poem filled with homey advice, "Let the man who opens a door be wary of the foe behind it." To many in Menglana, valor is not the ultimate Ivinian virtue; home life and clan loyalty are far more important. Those who want to stay alive combine caution with bravery. As another passage from *Hereval* says:

> *Praise not the day until evening has come;*
> *A warrior until he stands victorious;*
> *A sword until blooded in battle;*
> *A comely maid until she be wed;*
> *Ice until it is crossed;*
> *Mead until it is drunk.*



Food and Drink

Menglanans cook over open hearths. Those who can afford it eat roast and grilled meats accompanied by bread, cheese, and pottages of vegetables. Fish, seal, and whale meat are common, with hunted game and wildfowl popular alternatives; beef, pork, and mutton are seldom consumed. Poor Menglanans subsist on stews of vegetables and pearl barley or other grain, with whatever scraps of meat they can find. Most Menglanans eat oat pottage with dried fruit to break their fast in the morning. Rye and barley breads predominate, with the relative lack of wheat limiting the use of white flours. Items like pastries and pies are rare.

Ale, or "öl" in the Menglanan dialect, is very popular. Hops are not used, so the ale neither keeps nor travels well and must be drunk soon after it is brewed, something the Menglanans are happy to do. Most cider produced in the kingdom is turned into applejack through freeze-distillation, while a few thrans are known for the quality of their mead made from honey harvested from wild bees.

Wine is not produced in Menglana but casks of southern vintages can be found in the cellars of the rich and powerful, including those of King Hlanakar himself.

Music and Entertainment

Winter nights in Menglana are long and cold. When families gather around their longhouse hearth or in their jarl's hall to feast and drink, the entertainment includes the usual singing and story-telling. Skalds travel from one thran to the next to recite the long eddas and sagas that define the Menglanan culture. Games of chance and wagering are less common than in most Ivinian lands.

Menglanans love to regale one another with jokes and ribald innuendo, and contests involving insults are especially popular. Known as *flyting*, these exchanges can be extremely provocative, with accusations of cowardice or sexual perversion. Although the insults are normally taken in good humor, fights are not uncommon and there is even the occasional death. Some skalds are expert at crafting and delivering insults in verse, able to mock even a valhakar in his own hall without the man taking umbrage.

Playing board games is seen as a way to build strategic and tactical combat skills. In better weather, Menglanans enjoy competitive physical sports such as wrestling, jumping, running, skating, and rowing.

Local Festivals

For decades, some hidebound Menglanan clansmen have bemoaned the weakening of traditional culture. They point to the influx of new ways from Lythian realms as one reason, and the loss of many Ljarl-minded elite warriors at Cape Renda. Nonetheless, cultural traditions continue to be celebrated in many ways, including with a number of local festivals.

The Dance of the Mountain Dvaargs is celebrated in some northern thranaals at the beginning of spring. Children dress up as dvaargs, the sinister "dark elves" of Ivinian legend, then kidnap the thran's young women and hide them in a makeshift lair. The young men pretend not to be able to find them until helped by Yarili hunters, played by thran elders with their hair dyed black. After everyone is reunited, gifts are exchanged and the thran feasts and dances late into the night. The real event this festival commemorates is long forgotten.

The Ice Games are a popular competition held in the depths of winter. One person from each thran competes in a variety of events, with the winner honored with an "ice crown." Events vary between thranaals but often include a log balance walk, axe throwing, boulder lifting, ice skating, tree felling, and races across difficult terrain. Competition between thrans is fierce but friendly. The reward for holding the crown is often nothing more than bragging rights, although some jarls recognize the champion in other ways.

The end of the harvest is celebrated in late summer over most of Ivinia. In Menglana, each thran selects a Harvest Jarl and Elkyri, traditionally the strongest bachelor and most beautiful maid. The chosen pair presides over the day's events and evening feast. Although in generations past it was common for the two to be married during the feast, leading some unwilling brides to run away, this seldom happens now. There is a lot of politicking in the run up to the feast over who is to be chosen. On a few occasions, a likely candidate has been abducted in the days before the feast, then released unharmed after another was chosen in their place.

RELIGION

Like other Ivinians, Menglanans almost universally worship Sarajin. The faith is very much an everyday part of life, almost taken for granted. Ivinians tend to approach religion like any other business; it is loosely organized, with few rituals and a respect for an individual's beliefs.

The religious needs of a community are met by clerical clans, whose clanhouses serve as temples. Clans Aymen and Orbaansen are the kingdom's primary clerical clans. They maintain temples in many major settlements, while a handful of minor priest clans can be found in smaller thranaals. Each clan may have a different interpretation of the faith, but courage, strength, and skill at arms are shared cardinal virtues. Most clerics of Sarajin are themselves warriors.

Clans embarking on viking or trading missions will usually receive a blessing before they depart or even hire a cleric to accompany them. Njehu, Lord of Whales, is considered the patron of fishermen, who often sacrifice a portion of their catch in his name. Another demigod, Usnarl, Lord of Bears, is a patron for the kingdom's hunters and trappers.

Menglana has long protected the holy kingdom of Lokis. The Cult of the Elkyri is popular in Menglana, and most clanhouses have a small shrine dedicated to these helpmates of Sarajin. Pilgrimages to Kyriheim and the Oracle of Lokis are usually undertaken only by the very devout, but those unable to attend in person can hire a cleric or cajole a pious clansman to take offerings in their stead.

The Foreign Churches

Other religions have little influence in Menglana. Vulenheim has small temples to Halea, Agrik, and Naveh, but these have limited appeal to the locals. Worship of Halea is largely restricted to foreign mercantylers, while followers of Naveh are mostly thieves and clanless outcasts.

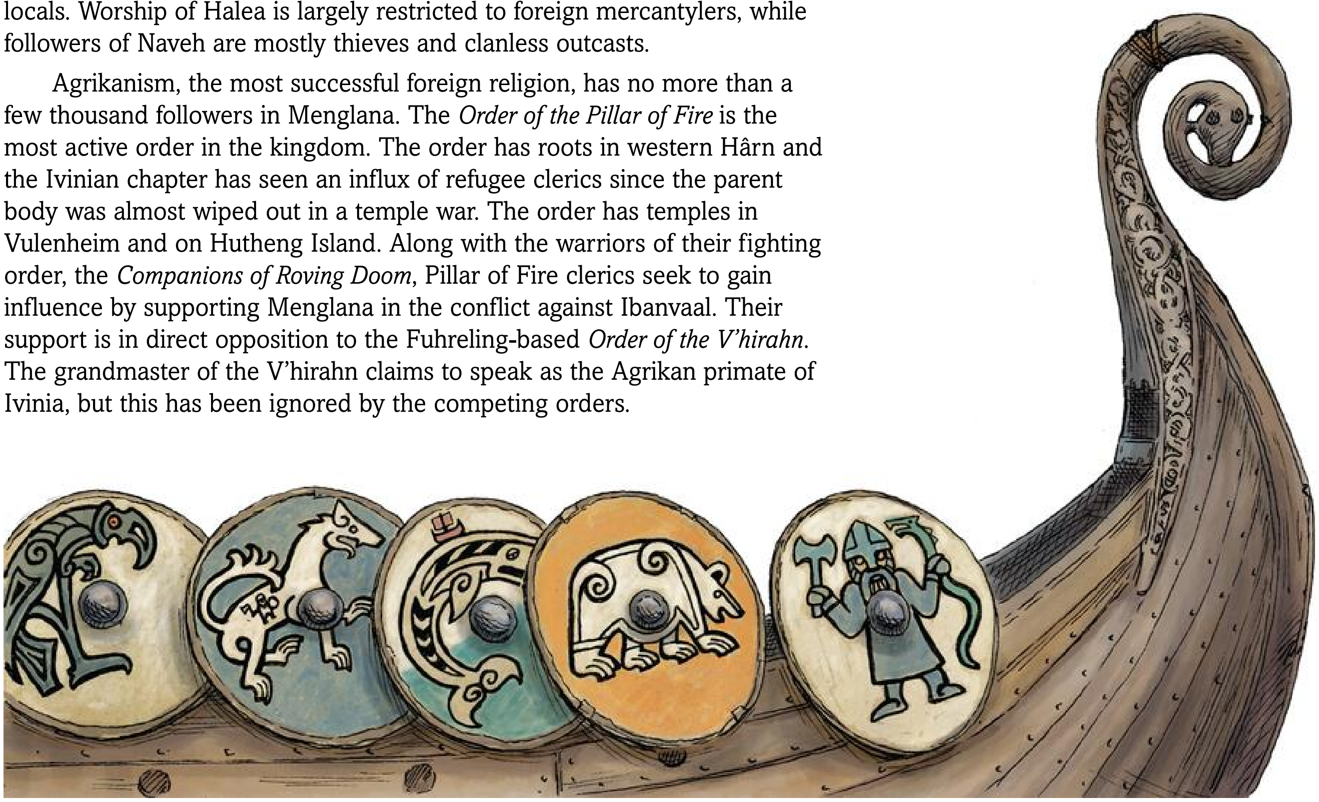
Agrikanism, the most successful foreign religion, has no more than a few thousand followers in Menglana. The *Order of the Pillar of Fire* is the most active order in the kingdom. The order has roots in western Hârn and the Ivinian chapter has seen an influx of refugee clerics since the parent body was almost wiped out in a temple war. The order has temples in Vulenheim and on Hutheng Island. Along with the warriors of their fighting order, the *Companions of Roving Doom*, Pillar of Fire clerics seek to gain influence by supporting Menglana in the conflict against Ibanvaal. Their support is in direct opposition to the Fuhreling-based *Order of the V'hirahn*. The grandmaster of the V'hirahn claims to speak as the Agrikan primate of Ivinia, but this has been ignored by the competing orders.

Religious Festivals

The most important Sarajinian religious festivals occur in the late-spring month of Saraju (known elsewhere as Kelen).

Each year, scores of pilgrims journey north to Molima, in the tiny religious kingdom of Eldeskaal, for the Ilbengaad Festival (10–12 Saraju). There they ascend the slopes of Mount Ilbengaad to celebrate amid the snows. The event consist of a day and night of feasting and drinking, a day of ritual combat, and a day of prayer and recovery. There is a significant fatality rate among the celebrants, and those who die are deemed to go straight to Talagaad. Many believe that they are transported to the home of Sarajin during the battle or report seeing strange creatures during the combat. These days are celebrated throughout Menglana, even though the official Ilbengaad festival is only held only at the sacred mountain.

A second popular festival is Bjarri's Feast (19–25 Saraju). This consists of a series of seven feasts during which eddas and tales are recited and sung in praise of Sarajin. These feasts are generally hosted by clerical clans and are as lavish as the donations from their local congregations will allow. Contests and ritual combats are held, some of which are fatal.



THE YARILI

The Yarili, the first human inhabitants of Ivinia, are a Jarind people related to the Jarin of Hârn and the Alts of Altland. The number of Yarili clans is estimated at more than 600, each with 20–60 members, for a total population of about 24,000. The Yarili dwell mainly in the northern uplands but migrate across the borders of most Ivinian kingdoms. They are predominately nomadic husbanders, dependent on migrating herds of caribou and reindeer for their survival, supplemented by fishing and gathering.

Origins and History

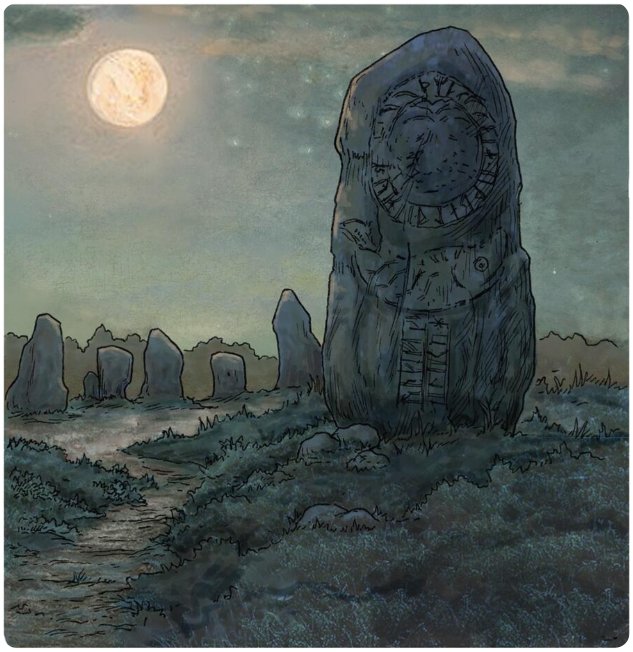
The Yarili originally dwelt on the Lythian mainland in the region now known as Quarphor. They were a peaceable, semi-nomadic folk who supplemented their crude agrarian skills with hunting and gathering. Beginning around 1800 BT, aggressive Pharic nomads from Reksyna, pushed by migrations of other peoples from central Lythia, began to encroach into the Yarili lands. Although it can be supposed that the Yarili fought against these incursions, they were no match for the warlike Pharic tribesmen.

Rather than submit to Pharic overlordship, many Yarili migrated northwest to present-day Altland, Wubena, and Harbaal. Beginning around 1400 BT, some Yarili crossed the Chazarian Sea to find an apparently uninhabited land teeming with wildlife. Over the next 300 years, again pressured by the same Pharic nomads, an estimated 20,000 Yarili moved to this new homeland and gradually spread throughout the islands.

It is not known when the Yarili first became aware that they shared their new land with the Khuzdul. The records of the Khuzdul show that the first contact was around 1200 BT, when a band of Khuzdul mining in the foothills of Mount Gradyn gave aid to a haggard group of humans slogging through the slush in the valley below. Yarili legends tell much the same story except the roles are reversed, with the Yarili giving sustenance and comfort to a band of starving Khuzdul trapped in the mountains by an unusually harsh winter.

In any event, the initial contact between the two races was amicable and developed into mutual respect and trust that still exists nearly 2,000 years later. In exchange for food, the Khuzdul supplied the Yarili with metal goods and taught them skills to improve their way of life, such as food preservation and the Runic alphabet.

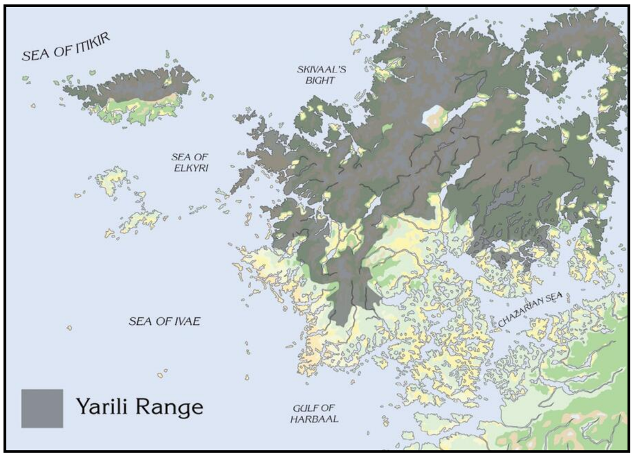
In emulation of the Khuzdul, the Yarili learned to carve truth-stones (runestones) to “defy time and keep the new ways for ever.” Many runestones of apparent Khuzan make found today were actually carved by Yarili artisans. After centuries of migration, the Yarili began once again to develop a settled and agrarian culture. Their shamans speak of this time as “The Blessed Moons” and tell stories of an age to come when all shall be again as it was then.



The Blessed Moons ended with the “Coming of the Goldhairs.” The Ivini, descendants of the same Pharic nomads who had pushed the Yarili from the mainland centuries before, began to raid and terrorize the simple farmers around 900 BT. A Yarili truthstone found near the present site of Beleka tells the tale of a “sea-dragon” attacking a Yarili village. The monster spewed forth screaming giants with huge, shining fangs who carried off the women and children to feed to the dragon, brutally murdered the menfolk, and put the village to the torch. This apocalyptic allegory is no doubt an account of an Ivini raid.

Other truth-stones tell of how “goldhairs from unwhispered legend” gradually displaced the Yarili from their coastal lands. These refer to the change from raiding to settlement and conquest practiced by the Ivini between 800 and 500 BT. The Yarili were forced inland and northwards into forbidding country that held no interest for the invaders. Those who sought to resist were killed or taken as thralls.

Confined largely to the barren regions, the Yarili were forced to abandon their agrarian culture. Even the best of the very poor northern land was eventually taken by Ivinians. Only by evolving simple, nomadic ways and developing superb survival skills were they able to endure. Unlike the aggressive Ivini, the Yarili managed to remain friendly with the Khuzdul, and this contact has been of immense help in preventing their total demise.



Way of Life

Because they move with the seasonal migrations of caribou and reindeer herds, most Yarili dwell in tents. Some coastal clans harvest the bountiful sea and have more permanent dwellings. They live in small clan groups, with all members roughly equal in status. Most clan members possess a wide range of basic skills. There is little division of labor between the sexes, with men and women hunting and cooking alike, although some lighter tasks are handled by children or elders.

Depending on their location, clans will generally share the tasks of herding or fishing with neighboring groups. Because it is taboo to marry anyone within the clan, visits between clans are popular and common during all but the most severe weather. Marriages are performed by the two respective clanheads, although a formal ceremony is not absolutely necessary. Statement of intent will usually suffice. Yarili are monogamous but not sexually exclusive. A favorite game involves a large number of married couples crowded together under several large, stitched furs. The object seems to be to get as many couples under the pelt as possible, and the game elicits peals of laughter and moans of pleasure.

After centuries of dealing with Ivinians, the Yarili are extremely wary of outside contact, especially if the intruder has blond hair. In the last century, limited trade between the Yarili and “goldhairs” has developed, mainly the exchange of furs, hides, and intricately carved antler and bone ornaments for Ivinian metal goods and jewelry. Some Yarili clans in Kuzjera specialize in obtaining Khuzan wares for resale, but they are careful not to abuse their special relationship with the dwarves.

Most Yarili will deal only with known and trusted traders and generally insist on neutral ground for all transactions. This caution is slowly being eroded by younger tribesmen who, ignoring the pleas of their elders, have opted to work as guides for Ivinian fur merchants and prospectors. It is clear that Yarili who do not have access to Khuzan metalwares are slowly becoming more and more dependent on the Ivinians, although any trader who tries to take undue advantage of this had better watch his back.

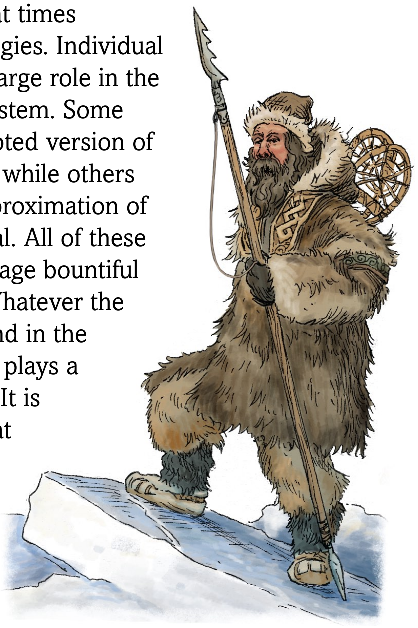
The Yarili have excellent survival skills to cope with their harsh environment. They are superb hunters and trackers and no part of any animal taken is wasted. Hides are used for clothing, animal fats and oils for waterproofing and cooking, and what cannot be eaten by humans is fed to the fine, strong dogs kept by the tribes. They have developed several effective methods of winter transport, including skis, snowshoes, and dog sleds, all of which have been taken up by many Ivinians.

Seal and walrus herds live in abundance on the northern coasts. The Yarili harvest them in the whelping months of Morgat and Nuzyael. The risks are many and the rewards quite variable. The Yarili take to the seas in small skin boats, venturing out upon the treacherous ice only when a herd is spotted.

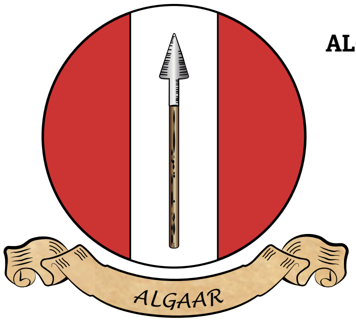
Whaling is far more profitable than sealing, but because of their smaller craft, the Yarili shy away from this endeavor. If a whale beaches itself, they will gladly make every use of nature’s gift. But like most tribal peoples, they are quite traditional and largely conservative. So far they have refused to copy the larger and more seaworthy Ivinian vessels, although a few young and adventurous Yarili have become welcome crew aboard Ivinian whalers.

Religion

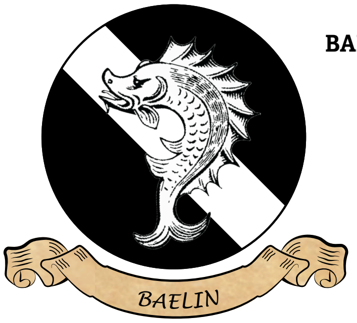
Yarili religion is a bewildering confusion of animist, totemist, and deist practices and beliefs. Although each tribe will have a shaman, he or she may actually follow several differing, and at times contradictory, mythologies. Individual temperament plays a large role in the selection of a belief system. Some clans worship a corrupted version of the Sarajinian mythos, while others worship Ilvir or an approximation of Siem known as Husraal. All of these include rites to encourage bountiful fishing and hunting. Whatever the religion, it will not stand in the way of clan unity, as it plays a minor role in clan life. It is far more important that each clan member be warm and well nourished than to idle away precious time in useless theological disputes.



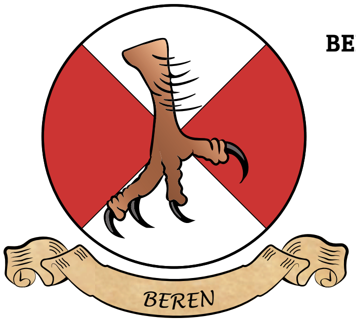
ACHIEVEMENTS OF THE GREAT CLANS OF MENGLANA



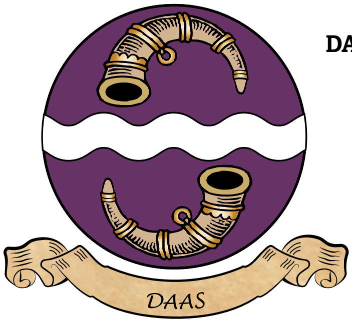
ALGAAR, Lord of Orgund
Shield: Gules, a pale argent, a spear proper
Motto: *Against all foes*
Registry: Dragon Lodge 674
Holdings: Orgund
Tribute: Forseth



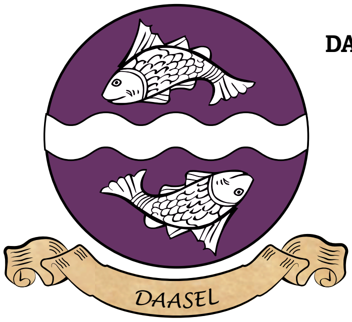
BAELIN, Lord of Altenhus
Shield: Sable, a bend argent, a dolphin naiant embowed of the second
Motto: *Soul of the Sea*
Registry: Dragon Lodge 691
Holdings: Altenhus
Tribute: None



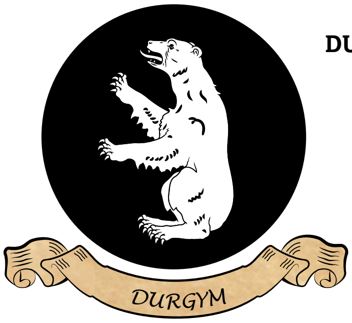
BEREN, Lord of Inlevik
Shield: Party per saltire argent and gules, an eagle's claw proper
Motto: *Strike hard*
Registry: Dragon Lodge 682
Holdings: Inlevik
Tribute: Daasel



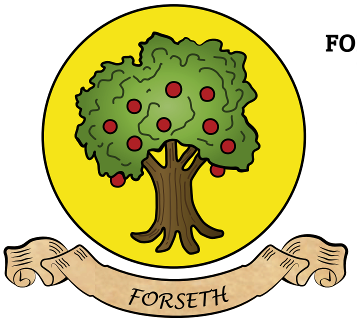
DAAS, Lord of Myna
Shield: Purpure, a few fess wavy argent, two drinking horns proper
Motto: *Firm friends*
Registry: Dragon Lodge 685
Holdings: Myna, Ygesdram
Tribute: Maar



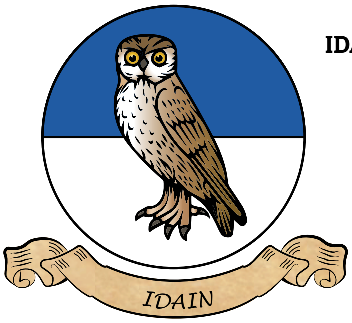
DAASEL, Lord of Yafors
Shield: Purpure, a fess wavy argent, two fish naiant embowed of the second
Motto: *To me!*
Registry: Dragon Lodge 672
Holdings: Yafors
Tribute: None



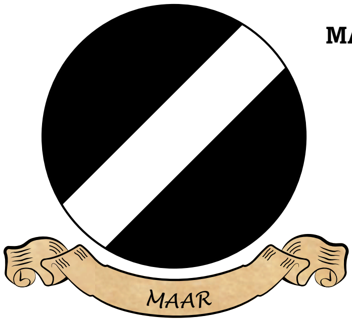
DURGYM, Lord of Amavik
Shield: Sable, a snow bear sejant erect proper
Motto: *Cold blood*
Registry: Dragon Lodge 685
Holdings: Amavik
Tribute: None



FORSETH, Lord of Wulfenheim
Shield: Gold, the Meflygur proper
Motto: None
Registry: Dragon Lodge 688
Holdings: Wulfenheim
Tribute: None

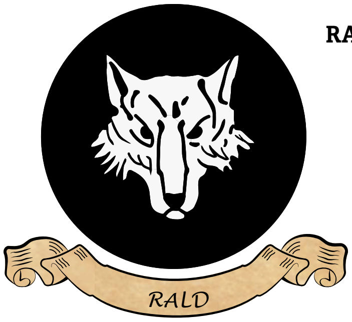


IDAIN, Lord of Sulubin
Shield: Party per fess, azure agent, and owl close proper
Motto: *We watch*
Registry: Dragon Lodge 679
Holdings: Sulubin
Tribute: None



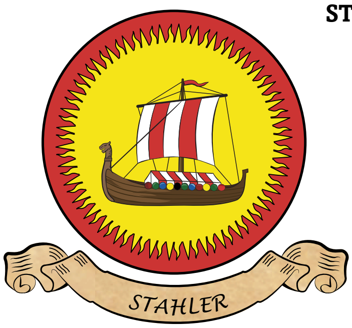
MAAR, Lord of Pasila

Shield: Sable, a bend sinister argent
Motto: *Storms we bring*
Registry: Dragon Lodge 693
Holdings: Pasila
Tribute: None



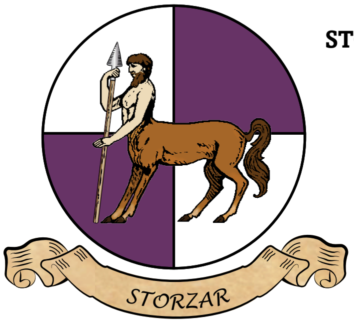
RALD, Lord of Stimby

Shield: Sable, a wolf's head caboshed
Motto: *A Rald*
Registry: Dragon Lodge 702
Holdings: Luthby, Stimby
Tribute: None



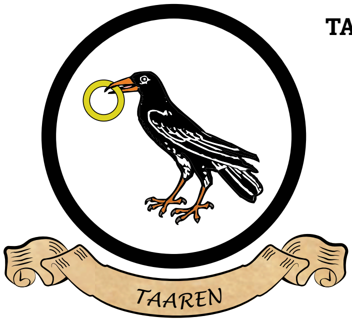
STAHLER, King of Menglana

Shield: Gold, a bordure rayonne gules, a dragonboat under sail proper
Motto: *Ever dominant*
Registry: Dragon Lodge 672
Holdings: Hilm, Pelyn, Vulenheim
Tribute: Algaar, Baelin, Beren, Daas, Durgym, Idain, Orgund, Rald, Storzar, Taaren, Tejaal, Uthersen



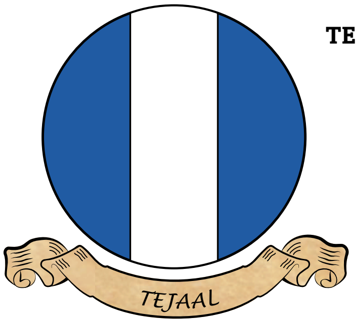
STORZAR, Lord of Froyaheim

Shield: Quarterly, argent and purpure, a centaur stantant proper
Motto: *Stand in might*
Registry: Dragon Lodge 676
Holdings: Froyaheim
Tribute: None



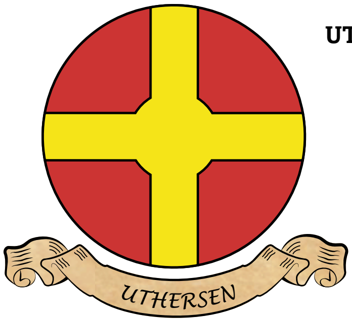
TAAREN, Lord of Horko

Shield: Argent, a bordure sable, a raven close holding a gold ring all proper
Motto: *The guard*
Registry: Dragon Lodge 689
Holdings: Horko
Tribute: None



TEJAAL, Lord of Trond

Shield: Azure, a pale argent
Motto: *Death*
Registry: Dragon Lodge 690
Holdings: Isenwich, Thegholm, Trond
Tribute: None



UTHERSEN, Lord of Visoloy

Shield: Gules, a cross nowy-lozengy gold
Motto: *None braver*
Registry: Dragon Lodge 701
Holdings: Visoloy
Tribute: None

FORMAT: These are shortened registry entries. Registers generally allow at least one full page for each clan. All of the above clans are sufficiently important to merit several pages in most registers.

CLANS and Titles: Only clans who hold a thran or better are included. The arms shown can be regarded as "clan arms." Achievements are often modified by the addition of helms, crests, or mantling depending on the status of the individual clan member. Only the clan's best title is given here.

REGISTRY: The college enclave and date of the most recent registration or amendment. Components of many of the achievements have more ancient associations with the clans.

HOLDINGS: Holdings are lands held directly by the clan.

TRIBUTE: The clan receives tribute from those listed here.

SETTLEMENT DATA

The following pages describe the major Menglanan settlements and their tributaries. The data given applies to the vathran or major thran and the land (domain) it controls. In some cases, this domain is the entire thranaal but in other cases it is only a part of a thranaal. For example, Hilm controls a domain within the thranaal of Stahlerlund, while Horko is a thranaal (Taarenlund) unto itself. Each major settlement controls or has great influence over nearby smaller thrans and rural clanholds.

Major Settlements

Notes on the holding clan, valhakar, history, and economics are given for each settlement and its domain. Icons indicate type of settlement and market size, which is an assessment of trade volume ranging from 1 to 9. For comparison, Ivinia's largest market center, Fuhreling in Seldenbaal, has a market size of 6, as does Cherafir on Hârn. See *Pilots' Almanac* for details.

Vathran ▙▟▙▟

Walled Town ▙▟▙▟

Thran ▙▟

Market Size ②

Holding Clan

The greatclan that controls the thranaal. Normally, 60–80 percent of the population of the thranaal are related by birth, adoption, or marriage to the greatclan, the balance being small tributary clans and thralls.

Population

The approximate population of the domain or thranaal. Roughly 15–25 percent of the population resides in and around the main settlement itself, the rest are in smaller thrans and clanholds.

Tribute

Tribute is paid to the valhakar of the greatclan that holds the named settlement. The amount of tribute given varies, as does the form in which it is made (coin, kind, or both), but averages about 10 percent of the clan's revenue.

Settlement Data Table

Thran and Holder

The settlements listed in the table are thrans, not clanholds. Most thrans will have a number of clanholds nearby, often held by the same clan.

Acres (AC)

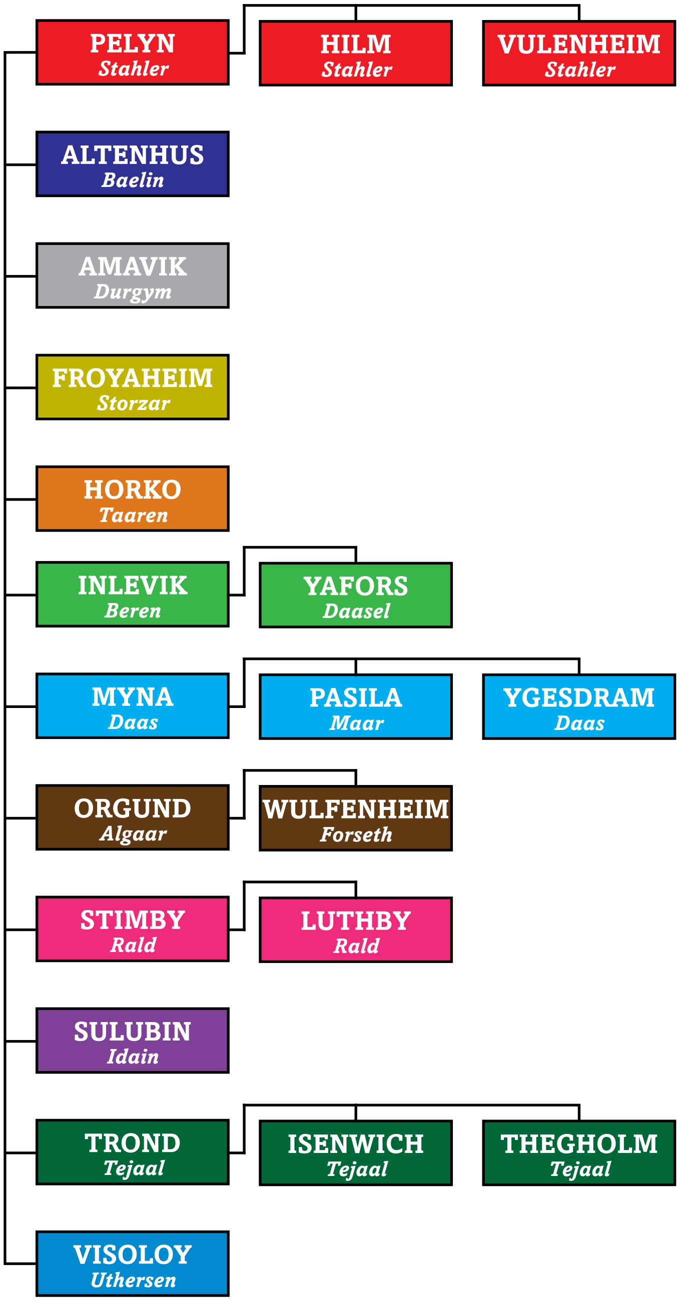
The gross acreage suitable for cropland and pasture, rounded to the nearest 25. Acreage shown is for the thran and nearby clanholds.

Land Quality (LQ)

The average land quality of the arable land in a clanhold, compared to a Hârnic average of 1.00. Much of the land in Menglana is below average in quality. Thranaals with land quality under 0.75 will tend to stress livestock and fishing over arable farming.

Households (HD)

Although some Menglanan men have multiple wives and many children, the average size of a household is five persons. Numbers shown include households in the thran itself as well as those in nearby clanholds.


PELYN Stahler
HILM Stahler
VULENHEIM Stahler
ALTENHUS Baelin
AMAVIK Durgym
FROYAHEIM Storzar
HORKO Taaren
INLEVIK Beren
YAFORS Daasel
MYNA Daas
PASILA Maar
YGESDRAM Daas
ORGUND Algaar
WULFENHEIM Forseth
STIMBY Rald
LUTHBY Rald
SULUBIN Idain
TROND Tejaal
ISENWICH Tejaal
THEGHOLM Tejaal
VISOLOY Uthersen

ALTENHUS [H6] ♜ ①

Holding Clan: Baelin **Population:** 3,400
Tribute To: Pelyn **Tribute From:** None

Altenhus is a prime agricultural thranaal held by Clan Baelin. Its exports of grain, mutton, and dairy products help feed the residents of Vulenheim. Valhakar Knurri Baelin is a major supporter of Clan Stahler, and many Baelin clansmen live in Pelyn or Vulenheim. The clan dominates trade in luxury goods and is involved in the seedier aspects of the kingdom's economy. Knurri and other prominent clan members are disliked by almost everyone, although not openly. Their well-deserved reputation for brutality and reprisals mean that few will cross them. Baelin thralls are often ill-treated.

Government & Military

Knurri Baelin, 58, is a drunkard and bully. He takes what he wants from weaker clansmen and claims it's his right as clanhead. He and his three brutal sons find great sport in dog fights and bear baiting. While most in Clan Baelin remain true to their Sarajinian beliefs, Knurri is sympathetic to the Church of Agrik and supports the Order of the Pillar of Fire with lavish donations. This has caused conflict on the thrangaad.

Clan Baelin has traditionally been loyally supportive of King Hlanakar and Clan Stahler, but Knurri's loyalty is to whoever seems to be winning and can give him the most benefit. He has recently been scheming with Adric Stahler, Hlanakar's second son, to take the throne by force. Adric has promised Knurri great riches in return for his support. Knurri has little interest in Adric himself, only the advantages that backing Adric may bring.

The ten warboats and two longboats in the thanaal's harbors provide protection for Vulenheim. Around half of these vessels are led by men that Adric has recruited to his cause. Jarl Knurri rules through intimidation, and a sizeable majority of his warriors are likely to answer any call to arms. While King Hlanakar is alive, the Clan Baelin forces are at his disposal, but Knurri will likely side with Adric in a succession war against his brothers.

Economics

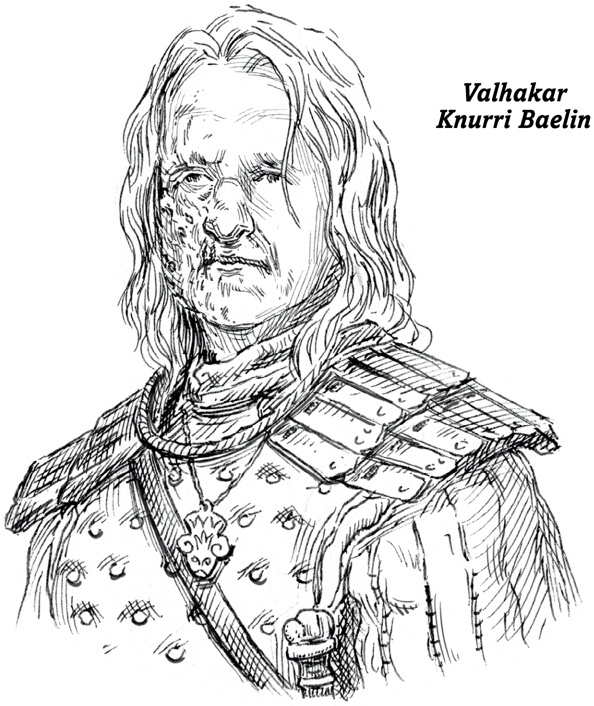
Clan Baelin's income is from a mix of agriculture and trade. The sale of livestock and grain to Vulenheim provides most of the revenue, along with fishing and hunting. Taxes and tribute are moderate, although Jarl Knurri is considering increasing the tribute demanded from the mining activities of Clan Raldsyn of Voxna.

Large flocks of sheep graze the foothills around the thrans. After shepherds discovered lead deposits in a mountain meadow near Voxna, Clan Raldsyn set up a mining operation to extract the ore. Copper is mined at a second operation further down the fjord, with the camp supplied from Sjus. The two mines make both the Raldsyns and Baelins wealthy.

Thran	Holder	AC	LQ	HD
ALTENHUS	Baelin	8,975	0.83	202
Hamar	Baelin	3,900	0.78	53
Majheim	Baelin	3,250	0.78	44
Njorheim	Njorskaar	4,200	0.82	57
Olga	Baelin	3,100	0.76	42
Ovheim	Baelin	3,825	0.80	52
Sjon	Baelin	4,750	0.78	65
Sjus	Baelin	3,925	0.81	54
Thornstor	Baelin	5,175	0.80	71
Voxna	Raldsyn	2,900	0.85	40

Fishermen from the Altenfjord, dominated by Clan Njorskaar of Njorheim, ply the waters of the Leimenfjord and into the Sea of Elkyri to catch enough to feed the thranaal. The abundant game animals in the hills and mountains surrounding the fjord supply the fur trade that is centered in Thornstor thran.

The Baelins specialize in importing fine fabrics, glassware, slaves, and other luxury goods from Hepekeria, Trierzon, and Azeryan. Their active participation in the Hirdmaand ensures they have a virtual monopoly in Pelyn and Vulenheim.



Valhakar Knurri Baelin

AMAVIK [G3] ①

Holding Clan: Durgym **Population:** 2,600
Tribute To: Pelyn **Tribute From:** None

Amavik is the only thranaal Vabna Island, just south of Skivaal's Bight. The treacherous Koth Straits lie between Vabna and the nearest thranaal, Visoloy. The thranaal is held by Clan Durgym, whose parent clan, the Durgens, once held lands in Leimenfjord. After being expelled by the Stahlers, many Durgens moved northward in 378. After an unsuccessful attempt to tame the exposed wilderness of the Tanemoor, the new clan settled on Vabna.

Government & Military

Clan Durgym's valhakars have a tradition of relying heavily on their thrangaad and theng assemblies. The valhakar may lead his people, but the resilient and resourceful islanders have much influence in deciding law codes, rates of tax and tribute, and imposition of justice.

Despite his age, Valhakar Ulmar Durgym, 57, is energetic and leads from the front in battle. He has married several wives and outlived most of them; life expectancy in Amavik is short, especially for women.

The Durgym clansmen still resent Clan Stahler's long-ago usurpation of their Leimenfjord lands. Jarl Ulmar pays tribute to Pelyn with great reluctance and would send few, if any, of his men to the aid of a Stahler.

Amavik suffered a calamitous raid by Rognan pirates in 718, which Jarl Ulmar correctly suspects was aided and abetted by Clan Uthersen of Visoloy. He is in the final stages of preparing a revenge raid on Visoloy. Jarl Ulmar's longship, *Istreffa* (Ice-strike), will lead the raid, accompanied by four warboats full of warriors. The clansmen are united behind their valhakar in this matter of revenge. The huscarls of Ulmar's personal warband have vowed to kill Jarl Othmar Uthersen or die trying.

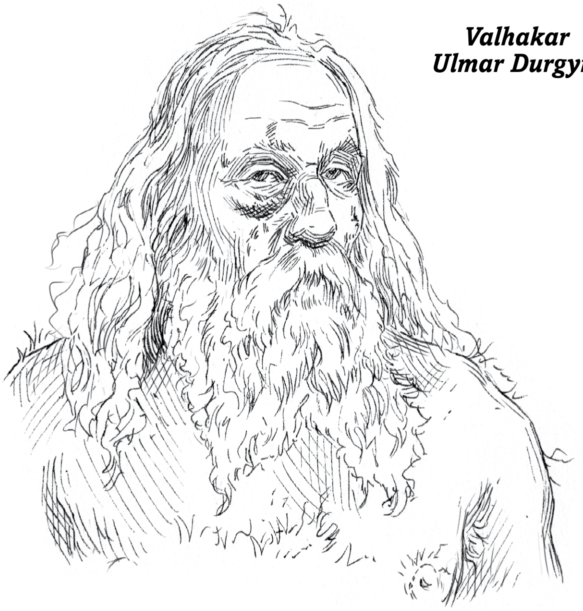
Economics

Vabna Island is partially sheltered from the worst excesses of the Sea of Ivae by the Isle of Hutheng, but Skivaal's Bight is infamous for it blizzards, sea ice, and hazardous shoals. The land is inhospitable, with poor soil and snow cover all winter. Revenue comes mainly from fishing, sealing, and whaling. Realizing the struggle to survive so far north, the Durgym thrangaad keeps tribute and taxes low.

The short growing season and inadequate soil results in low crop yields. The residents raise small, long-haired cattle and shaggy sheep, but only the hardiest survive. The residents get most of their food from the sea. It is dangerous work. Last year, 28 clansmen froze to death after a mishap while hunting seal in Skivaal's Bight.

Thran	Holder	AC	LQ	HD
AMAVIK	Durgym	4,475	0.53	74
Avallen	Durgym	3,675	0.47	38
Baraskald	Barasen	1,725	0.50	18
Braskir	Durgym	1,875	0.52	19
Drakkheim	Durgym	800	0.45	16
Durgstaad	Durgym	975	0.51	19
Eskrir	Durgym	3,850	0.47	40
Forsethi	Forseth	3,300	0.48	34
Geflar	Durgym	2,225	0.54	22
Jallar	Durgym	1,775	0.49	18
Kamerborg	Durgym	800	0.46	17
Mirskor	Durgym	3,850	0.47	41
Mistrar	Durgym	975	0.49	19
Nordholt	Durgym	625	0.52	16
Orskurvik	Durgym	1,350	0.51	18
Sjor	Durgym	3,475	0.48	36
Stjorvik	Durgym	2,050	0.54	20
Tjegheim	Durgym	1,700	0.48	19
Urfyn	Uthersen	900	0.45	18
Vaedt	Hulthard	1,600	0.51	18

Permafrost and stunted growth limits the value of the forests around the thrans, and few hunters roam the hinterland. Although the Durgym craftsmen are able to craft and repair some goods, many essential products are imported from the south. The islanders are renowned, however, for the quality of the skalds and applejack they produce, both said to be uncommonly able to stir a man's blood.



Valhakar Ulmar Durgym

FROYAHEIM [H6] ③

Holding Clan: Storzar **Population:** 13,900
Tribute To: Pelyn **Tribute From:** None

Froyaheim is a large, wealthy, and densely populated thranaal on the kingdom's eastern border with Ibanvaal. The thran is loosely surrounded by clanhouses on both sides of the Froya River and home to many craftsmen.

Froyaheim was founded in 228 by Ergaan Storzar. By the time the Kingdom of Menglana was founded in 344, the Storzars of Froyaheim and Surenaals of Froyby had emerged as the dominant clans in the Froya valley. Clan Storzar gained control of the entire valley in 442 when Clan Surenaal agreed to pay tribute in return for access to the Leimenfjord.

After a defeat to Clan Uther at Ygesdram in 463, the Storzar lands became part of the Kingdom of Trondis. The Storzars paid tribute but were powerful enough to maintain a large degree of independence. In 558, Bera Storzar became the fourth wife of King Hlanakar I of Menglana. Bera was Hlanakar's favorite and their first boy, Ujan, the king's most cherished son. A renowned warrior, Ujan became king when Hlanakar died in 598. Hoping to appease the Stahlers, the Uthers of Trond agreed that Clan Storzar could pay tribute to the half-Storzar king instead.

The Storzars prospered throughout the 7th century as staunch allies of the Stahlers. In 680, Homgeir Storzar was instrumental in forming a royal council to counter the madness of King Jansen. But Homgeir's attempt to usurp the throne when Jansen died in 688 created a deep enmity with the Stahlers that lasts to this day.

Warriors from Ibanvaal captured Froyaheim's tributary thran of Froyby in 718. Ibanvaal now has a secure foothold west of the mountains and is expected to attack Froyaheim itself within the next two years.

Government & Military

Jarl Erling Storzar, 36, has been valhakar since 714. He is handsome, charismatic, dynamic, youthful, and a capable leader. Many who supported Erling's grandfather Homgeir in his futile struggle for kingship in 688 now favor Erling for the throne. Since Hlanakar III removed the Storzar arms from Pelyn's great hall in 689, the Storzar valhakars have refused to attend the Kronraad. Erling has vowed to restore the arms, by force if necessary. An outright civil war between the two clans has been prevented by strife within the royal clan and the coming invasion by Ibanvaal.

The presence of enemy Ibanvaal warriors only eight leagues or so upriver prompted improvements to the thran's defenses, primarily a new "wallhouse" fortification that stands more than 45 feet tall. When completed later this year, the fortification could house more than 1,000 men for six months.

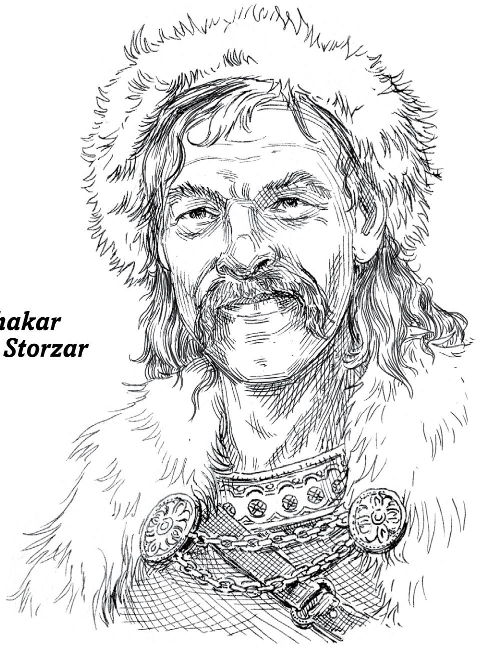
Economy

Storzarlund has the most fertile agricultural lands in Menglana. The thrans in the Froya and Leim valleys produce an excess of cereals, vegetables, fruit, and meat. Much of this surplus is normally exported to Vulenheim, but is currently being stockpiled. Refugees from the thranaal's southern clanholds are creating enormous logistical problems. Clan leaders are focused on dealing with this crisis while also building up military supplies for the war to come.

Froyaheim serves as a distribution center for furs and timber. It is the fur capital of Menglana and has dominated the trade for centuries. The Kejelrian Mountains produce a rich harvest of arctic hare, bear, beaver, ermine, sable, and other lucrative pelts. The valhakar receives one pelt in 20 as tribute from the scores of independent trappers in the region.

The mountain woodlands are an excellent source of timber, with stands of pine that grow straight to almost 90 feet tall. The thranaal also profits from the ore extracted at two tin mines. Fishing is a minor activity compared to trapping. Due to its inland location, sealing and whaling expeditions from Froyaheim are virtually unheard of.

The head tax paid by all residents of Storzarlund was doubled in 719 to pay for the thran's improved defenses, leading to much grumbling. The income from a toll on river traffic going past Froyaheim has also dried up since the Ibanvaalers captured Froyby.



Valhakar Erling Storzar

Froyby and Ibanvaal

To further his dream of southern expansion, King Osidar Dagen of Ibanvaal seeks a port that cannot be interdicted by the alliance of Seldenbaal and Jarenmark. Vulenheim is a promising target and the path to it is through Storzarlund. In 717, an Ibanvaaler army marched over the Beneta Pass through the Kejelrian Mountains and besieged Froyby thran. The river was blocked with pilings to thwart the Menglanans' efforts to relieve the settlement. After Froyby fell the next year, Osidar had the fortifications rebuilt and manned with a large garrison.

The fall of Froyby poses a great threat not only to Froyaheim and Storzarlund, but to Menglana overall. Menglana's valhakars are very conscious of the fact that should Froyaheim fall, Ibanvaal would have access to the kingdom's heartland. Conversely, should the Storzars repulse Ibanvaal, they would considerably improve their already considerable political clout.

Despite the threat to his kingdom, King Hlanakar has refused to come to the aid of Clan Storzar and has decreed that no other clan may provide aid. Some valhakars plan to ignore this edict and send clansmen to Froyaheim, although significant reinforcements must await the spring thaw.

Clan Storzar has many friends, notably Clan Daas of Ygesdram and Clan Rald of Stimby, but is opposed by Clan Baelin of Altenhus as well as the royal clan. The powerful Tejaals of Trond, once loyal allies of the Stahlers, have not committed themselves and may seek the throne for themselves. Jarl Erling has sent emissaries to his Storzand kin in Orbaal, but any help from this source is very unlikely.

Despite the recent improvements, Froyaheim's defenses may yet be inadequate. The new wallhouse is nearing completion, but efforts to enhance the moat and other ground defenses have been hampered by ice and snow. Work on driving huge piles in the river to prevent an outflanking maneuver has also stopped due to the weather and unsafe river ice.

Despite the harsh winter, pressure from Froyby is mounting. Several skirmishes have been fought in the last month in the snowy fields south of Froyaheim. Jarl Earling fears Ibanvaal will attack before the thran's defenses can be finished. Clan Dagen could advance down the Froya valley with 5,000–8,000 men as soon as the river ice breaks up, and Clan Storzar will be lucky to have 3,000–4,000 men to oppose them.

Some members of the Storzar thrangaad have argued that an alliance with Ibanvaal to destroy the Stahlers would be in the clan's best interests. Although reluctant to commit himself to this venture, Jarl Erling has sent emissaries to Froyby to negotiate a truce.

Thrans of Storzarlund

Froyaheim has always been a large thranaal but has gotten even bigger since the fall of Froyby. The thrans that once paid tribute to Froyby and have remained free of Ibanvaal occupation, now look directly to Froyaheim.

Thran	Holder	AC	LQ	HD
FROYAHEIM	Storzar	9,675	1.06	291
Anderstad	Anders	4,300	1.01	66
Bergastad	Storzar	2,450	0.98	36
Davun	Storzar	4,475	0.98	67
Dekal	Storzar	2,650	1.01	41
Finonby	Storzar	3,575	1.00	54
Fjorenbro	Daassyn	3,250	0.99	49
Henplyn	Storzar	3,775	1.02	58
Hilibro	Storzar	4,125	1.09	68
Honano	Storzar	2,425	1.05	39
Jeilyn	Storzar	3,625	1.04	57
Jeinoz	Storzar	4,700	1.04	74
Jelnborg	Storzar	3,275	1.04	52
Ledheim	Storzar	3,825	1.06	62
Ljungby	Storzar	5,850	1.08	96
Lundheim	Storzar	3,225	1.09	53
Milnyk	Storzar	3,175	1.04	50
Nortuzo	Storzar	3,300	1.02	51
Oderstad	Storzar	5,625	1.10	94
Omerstad	Omer	5,175	1.12	88
Onstad	Storzar	5,425	1.10	93
Peloran	Storzar	3,425	1.09	57
Plynro	Daas	4,400	1.10	73
Polnim	Storzar	3,450	1.05	55
Sjarnos	Pavilka	3,100	1.01	48
Sjornal	Storzar	3,650	0.98	54
Sjornel	Storzar	5,425	1.05	86
Soliheim	Storzar	4,250	1.08	70
Sorc	Storzar	3,475	1.05	55
Stronvik	Stronsen	6,725	1.09	111
Svernby	Storzar	3,550	1.08	58
Svun	Daassyn	4,150	1.06	67
Tronad	Stronsen	3,750	1.01	57
Tuwov	Storzar	4,825	1.08	79
Tyd	Storzar	4,350	1.09	72
Vien	Storzar	5,475	1.04	86
Vlista	Storzar	5,975	1.11	101
Weinsulstad	Storzar	2,775	0.97	41
Wunbro	Storzar	4,350	1.07	71

HILM [G5] ①

Holding Clan: Stahler **Population:** 4,700
Tribute To: Pelyn **Tribute From:** None

The domain of Hilm is part of Stahlerlund and is ruled by Menglana's royal clan. The settlement was established in 210 by Clan Abal and seized by Vulen Stahler in 364. A branch of the exiled Abals later founded the first Rognan royal dynasty.

Government & Military

The thran is the stronghold of Lonn Stahler, 39, first son of King Hlanakar III. Lonn is a capable leader with a loyal cabal of followers. Menglanans have always stressed physical prowess in their rulers. Lonn lost an eye and an arm in a bear attack while hunting in 714, and these injuries cause many to see him as unfit for kingship despite being the king's eldest son. Lonn has five brothers, two of whom have sufficient backing to hope for the throne. A bloody struggle for the succession is likely, and Lonn's chances seem bleak.

Clan Stahler makes up the majority of the domain's population, but Clan Baelin holds the large thran of Laheim south of the Leimenfjord and controls the lead workings along Stahlen Bay from Emark thran. The senior Baelin clansman is Terin, a member of his clan's thrangaad and loyal supporter of Lonn Stahler. Terin's son Sarduk, a fierce, bear-like warrior, leads Lonn's huscarls. Sarduk is enamored with Helda Stahler, a close cousin of the king. Unable to afford her brideprice, he plans to steal her away, which would likely be disastrous for them both.

Hilm effectively guards the entrance to the Leimenfjord. The two largest settlements, Hilm and Erlund, are fortified with moat and palisade around the core of the settlement. When fully mustered for battle, Hilm could field more than a thousand clansmen and nine ships, a host not much smaller than that under the direct control of the king. Twenty warriors of the Vulengard are based at Hilm.

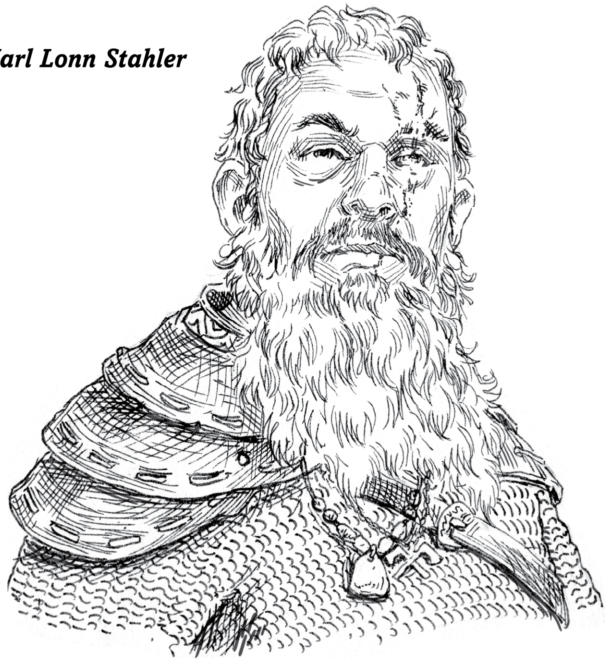
Economy

The domain's many trappers and hunters stalk the hills, alpine meadows, and forests to harvest large quantities of skins, including rarities like snow lynx and wolverine. The coastal communities specialize in catching deep-water fish like cod, though some target seals and small whales. Agriculture is an afterthought in Hilm, which is infamous for its low-quality oats and mutton.

Hilm's annual fur market is held in Zuheim thran and attracts hundreds of visitors. While some come purely to trade in skins and pelts, the majority are there to participate in the general commodities market that has grown up around the fair. Hilm has few notable crafters, so the foreign mercantylers and the luxury goods they bring are a welcome sight to locals. Public revels are held, with feasting and skalds providing entertainment late into the night.

Thran	Holder	AC	LQ	HD
HILM	Stahler	7,225	0.88	146
Bjord	Stahler	2,725	0.84	42
Doryn	Taarensen	2,750	0.82	45
Ejlund	Stahler	4,350	0.83	68
Emark	Baelin	2,650	0.84	42
Erlund	Stahler	5,900	0.85	95
Freylund	Frey	3,325	0.85	52
Hidjen	Stahler	4,600	0.86	77
Laheim	Baelin	5,275	0.83	83
Sjak	Gilaak	2,950	0.84	45
Stormzarin	Stahler	2,625	0.87	43
Svegeld	Stahler	2,575	0.86	40
Threcenborg	Stahler	2,725	0.85	44
Vizby	Stahler	1,975	0.86	32
Yode	Stahler	2,475	0.81	38
Zuheim	Stahler	2,875	0.88	48

As part of Stahlerlund, Hilm pays the same taxes as the rest of the king's thranaal. Lonn collects these throughout the year, but travels to Pelyn once a year to pay the total tribute owed to the king. These trips are always well guarded.



Jarl Lonn Stahler

HORKO [G6] ①

Holding Clan: Taaren **Population:** 5,600
Tribute To: Pelyn **Tribute From:** None

Taarenlund sits on the western coast of Ivae and borders the Kingdom of Lokis. Its settlements are clustered along the Horkofjord and are sheltered from the Sea of Ivae by mountains and heathlands to the west.

The thran was founded Horko Taaren in 306. After Clan Stahler conquered Hilm in 364, the Taarens turned to the Kingdom of Stimby for protection and offered tribute. When Stimby later succumbed to the Stahler hegemony in 621, the Taarens sought to remain independent. By 625, they had accepted the inevitable and began paying tribute to Pelyn.

Government & Military

Valhakar Harka Taaren, 56, is ruggedly handsome, with gray hair and startlingly bright blue eyes. Some have come away from an encounter with the jarl believing those eyes were able to read their very soul, when in truth he is simply a shrewd judge of character. Harka is a born traveler but has replaced the viking raids of his youth with politically motivated voyages to the key regional players on all sides of the forthcoming war.

Clan Taaren receives tribute from the lesser greatclans of Gelden, Rogaal, and Stilsen. Jarl Harka has married wives from all three, although his first wife is a fellow Taaren. Competition between them is fierce, as each strives to represent the honor of her birth clan and prove her personal supremacy. Harka travels often to Pelyn and elsewhere to get away from his arguing wives.

Clan Taaren is known to be loyal to the Stahlers, but Harka fears the growing threat from Rogna. He has the allegiance of his clansmen and could count on them to assemble at his side if called to war, but he would not send so many of his men to aid the king that Taarenlund would be left unguarded. He has sent requests for aid to his relative Alegar Taareskeld, the King of Orbaal.

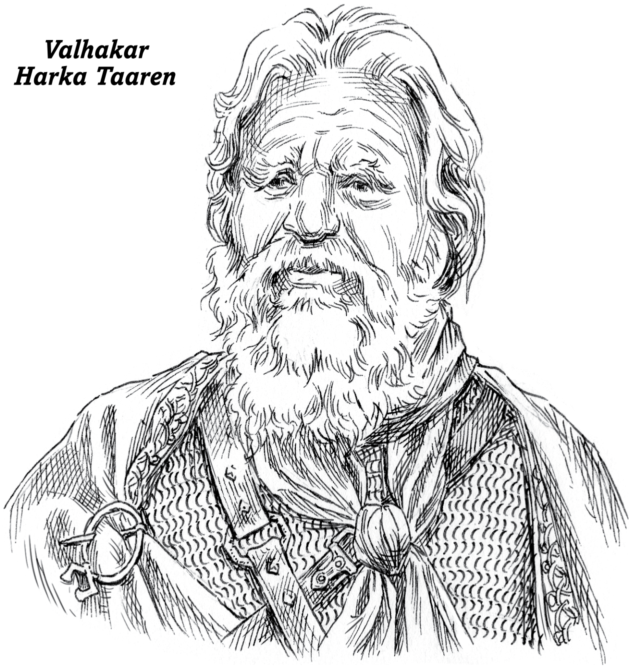
Economy

Horko is famed for the hardy long-haired cattle that graze the highlands and moors. The cows produce thick, creamy milk that is made into a smooth cheese for export. The men of the coastal thrans catch large amounts of in-shore and deep-water fish, including eels, salmon, haddock, and herring.

Hunters seek deer and bear in the mountains and forests, while trappers catch many beavers and sable. Mines produce copper and iron along with a small amount of gemstones. The gems are a valued source of income and the mine's location a close-kept secret.

THRAN	HOLDER	AC	LQ	HD
HORKO	Taaren	6,475	0.86	168
Abelund	Taaren	3,725	0.82	51
Amby	Taaren	2,975	0.86	43
Apenby	Taaren	3,250	0.82	44
Dajlima	Stilsen	2,150	0.82	29
Fegheim	Taaren	5,625	0.88	83
Fjoks	Taaren	4,125	0.86	59
Guilberg	Taaren	3,875	0.83	54
Hilzstrom	Taaren	5,350	0.87	78
Jolih	Taaren	4,250	0.89	63
Mihne	Taaren	4,075	0.81	56
Nymen	Taaren	3,175	0.79	43
Olmark	Taaren	4,025	0.84	56
Rogmark	Rogaal	3,850	0.85	55
Rojlund	Taaren	5,125	0.90	77
Ronstad	Gelden	3,025	0.88	44
Vulemark	Taaren	3,950	0.88	59
Wurstorm	Taaren	3,975	0.86	58

Much of the jarl's revenue comes from a head tax, the rest from trading taxes and tolls. When some clanhold headmen were recently found to be withholding more than their share of the tax, Jarl Harka fined them a pound of silver each and promised a much harsher penalty should this happen again.



Valhakar Harka Taaren

INLEVIK [C3] ♜ ②

Holding Clan: Beren
Population: 4,400
Tribute To: Pelyn
Tribute From: Yafors

Inlevik is one of only two large settlements on Hutheng, a large island in the extreme northwest of Ivinia. Most of the population is on the southern coast in thrans clustered around Inlevik and Yafors. There are a few smaller settlements on the north coast, but much of the island is uninhabited other than by the several Yarili clans that roam its uncharted wilderness.

The island is subject to the full force of the storms off the Sea of Ivae and the freezing winds from the northern icecap. Hutheng is always cold and in winter can be a frozen white desert of ice and snow. The island is home to large colonies of seals and seabirds, and its woodlands are rich in wildlife. Large flocks of geese nest on the island in the summer. Hutheng is subject to vulcanism. Mount Geravek erupted in 673 and has been semi-active since then; many other peaks vent steam periodically.

Government & Military

Halgir Beren, 46, is loyal to the king, although many clansmen question why Hutheng should remain faithful when King Hlanakar seems unable to prevent the increasing raids and pillage by Rogna. Most Huthengers favor full independence, but some, especially those whose clanholds have been raided, argue that submitting to Rogna and paying tribute to Clan Turensyn would be the wiser course. The Agrikan clerics at the Mount Geravek temple find this political instability much to their liking.

Clan Beren were amongst the first Ivinians to settle on Hutheng. They founded Inlevik in 386 and now claim the entire island as their domain. The claim is privately disputed by Clan Daasel of Yafors, who pay tribute to the Berens while plotting their downfall.

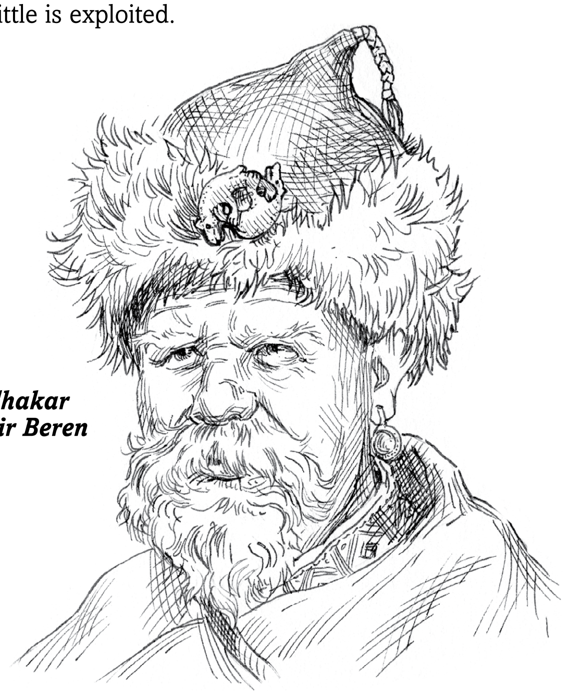
Even a full muster of Inleviks's warriors would be insufficient to repel the assault from Rogna that is expected this summer. Jarl Halgir cannot count on reinforcements from Clan Daasel and knows assistance from Clan Stahler is unlikely.

Economy

Clan Beren are prolific seal hunters, and the annual harvest accounts for more than 30 percent of their income. Lute seals make up the bulk of the catch. The clan pays an annual tribute of 500 sealskins to Clan Stahler. When not sealing, the Inlevik fleet is engaged in fishing, putting their seamanship and arctic survival skills to good use catching the Ivae cod that shoal in great numbers far to the north. In winter, Inlevik hunters catch all manner of small animals for the fur trade, including arctic fox, arctic hare, ermine, sable, and the occasional snow bear. In summer, they catch sizable numbers of geese and ducks for meat and feathers.

Thran	Holder	AC	LQ	HD
INLEVIK	Beren	7,875	0.66	178
Barremark	Beren	4,275	0.65	52
Berenborg	Beren	4,850	0.65	57
Bjarheim	Beren	4,525	0.67	55
Daelstad	Beren	4,675	0.63	53
Faarheim	Beren	3,475	0.66	41
Galtby	Abalar	2,875	0.59	31
Hildvik	Beren	5,150	0.62	57
Huthik	Daaselsyn	4,250	0.67	51
Jytholm	Beren	4,325	0.64	48
Nuthby	Beren	3,150	0.65	37
Raalstad	Raalsen	6,125	0.66	72
Silmark	Beren	4,375	0.66	52
Venstad	Beren	3,625	0.69	45
Zulheim	Beren	4,450	0.64	51

Working the land is difficult, but the clansmen successfully cultivate hardy species like oats, winter greens, and peas. Shaggy dwarf cattle are kept mainly for milk, but few other breeds of livestock thrive in the harsh environment. Venison is more common than mutton, as the few sheep raised here are more valued for their thick wool. The island is rich in minerals and gemstones but very little is exploited.



Valhakar Halgir Beren

ISENWICH [H7] ♜ ①

Holding Clan: Tejaal **Population:** 2,300
Tribute To: Trond **Tribute From:** None

Isenwich was once held by Clan Uther, kings of Trondis, before the fall of Trond to Clan Tejaal in 621. Vaalis Uther was slain but his son was given Isenwich, where he established Clan Uthersen. Within a few years, the new clan was outlawed for intrigue and secret murder. Their lands at Isenwich forfeit, they traveled far to the north to found Visoloy.

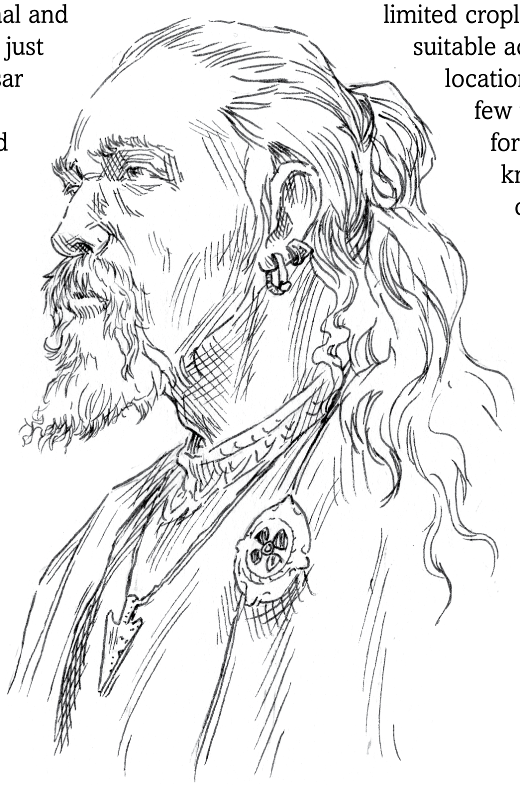
The domain is located in the south of Tejaalund, inland from Trond and Thegholm. Its four thrans sit on the banks of the Ijem River and Lake Sjorad. Land for agriculture is limited and not quite as productive as other Tejaal lands. The deficit is more than made up by the trade in amber, furs, and copper.

Government & Military

Jarl Gulenaar Tejaal, 29, is a cousin of Valhakar Ossar Tejaal of Trond. Gulenaar is in the peak of fitness and his combat skills were honed by years of viking expeditions. Gulenaar maintains a strong grip on the governance of the domain and allows little criticism of his rule. He has a tendency towards deviousness and often appears almost paranoid.

Gulenaar started going on viking expeditions at the age of 12, and raided settlements in Orbaal and Shorkyne. He returned to Isenwich at 17, just in time to see his father die. Valhakar Ossar Tejaal was unable to choose between Gulenaar and his older brother to succeed their father as headman of Isenwich, so he declared they should govern jointly.

Those who knew the brothers had their doubts about this unusual arrangement, but few believed it would end with Gulenaar murdering his brother. Outraged, Jarl Ossar banished Gulenaar, who went off again to raid the southern lands. Ossar chose Eryk Tejaal, Gulenaar's uncle, to lead the domain, but after a few years of Eryk's incompetence, the valhakar forgave Gulenaar and invited him to return and once again govern Isenwhich, this time by himself. Humiliated, Eryk left Isenwich with his wives and a few huscarls, vowing to one day regain Isenwich and rule all of Tejaalund. His whereabouts are unknown.



Jarl Gulenaar Tejaal

Thran	Holder	AC	LQ	HD
ISENWICH	Tejaal	11,450	0.92	205
Keborg	Tejaal	7,175	0.89	92
Undba	Tejaal	8,150	0.90	98
Yraston	Tejaal	5,225	0.87	65

Gulenaar has two war brides from his raiding days and gained a seat on the thrangaad by marrying a local woman. He agrees with Jarl Ossar that Menglana is doomed. Of the options Ossar is considering, Gulenaar favors an alliance with Ibanvaal. He has played a significant role in arranging clandestine meetings between emissaries from Clan Dagen and the Tejaal thrangaad.

Economy

Clan Taskal are the domain's miners. They work the copper mine east of Isenwich thran and collect amber from the shores of the lake and river.

Lake Sjorad is rich with pike, salmon, sturgeon, and trout. There are occasional confrontations with fishermen from Thegholm thrans over territory. Thegholm's men are supposed to fish only in Lake Imua, but the boundary between them is a point of contention. Trappers on the Kejelrian slopes catch mainly gray wolf and beaver.

The Tejaals of Isenwich make the most of their limited cropland, cultivating nearly every suitable acre. The relatively sheltered location makes Isenwich one of the few places in the kingdom suitable for growing wheat. Undba is known for the quality of its fruit orchards, particularly its plums and cherries.

Mount Teski looms to the east. Along with Mount Pelitor, Teski feeds the Ijem River, with the spring thaw turning it into a raging torrent. At Teski Rapids, fishermen compete with bears to catch the salmon as they leap up the rapids to get to their breeding grounds beyond. The man who spears or catches the most salmon in a single day is awarded a fine spearhead. Bjarn Tejaal from Keborg has won the past four years.

LUTHBY [G7] ①

Holding Clan: Rald **Population:** 3,300
Tribute To: Stimby **Tribute From:** None

Government & Military

Kalgis Rald, 55, is a jovial man who is much happier with a horn of ale in his hand than a sword. He is known for the generosity of his feasts, and for falling drunk and unconscious in the middle of them.

The Rald valhakar is Kalgis' older brother, Dargaan, lord of Stimby. Neither cares much for the king or Clan Stahler. Kalgis' daughter Sarna, 23, is married to Erling Storzar of Froyaheim, a sworn enemy of the king.

Kalgis' eldest son, Harsin, 31, was recently killed in an ambush, the latest victim of a bloody feud with Clan Erlang of Helgeby, Luthby's neighbor to the south in the Kingdom of Gelemaar. The conflict started nearly 50 years ago and attacks and reprisals have claimed more than 100 casualties from both sides, as well as innocent bystanders. Kalgis knows that even a full muster of his forces would be insufficient to seriously challenge the Erlang warriors. He escorted his sister Esmilda, 11, to Coselin last year to wed Haakis Turensyn, King of Rogna. Kalgis had hoped Haakis would support him in the bloodfeud with the Erlangs. With the loss of his son, however, Kalgis is now considering suing for peace, although it will involve loss of honor and payment of wergild to Clan Erlang.

A large pack of wolves has been terrorizing the more remote thrans in recent months. The pack has struck numerous times and killed children and animals. The headmen are calling on Jarl Kalgis to help rid them of this menace. The master miner at the Oslu lead works has added his voice to the call after his men had to shelter in the mine for days while the wolves besieged their camp.

Economy

Although an easy land route connects Luthby to Gelemaar, it is little traveled. Few traders are willing to risk becoming a casualty in the ongoing feud between the Ralds and Erlangs.

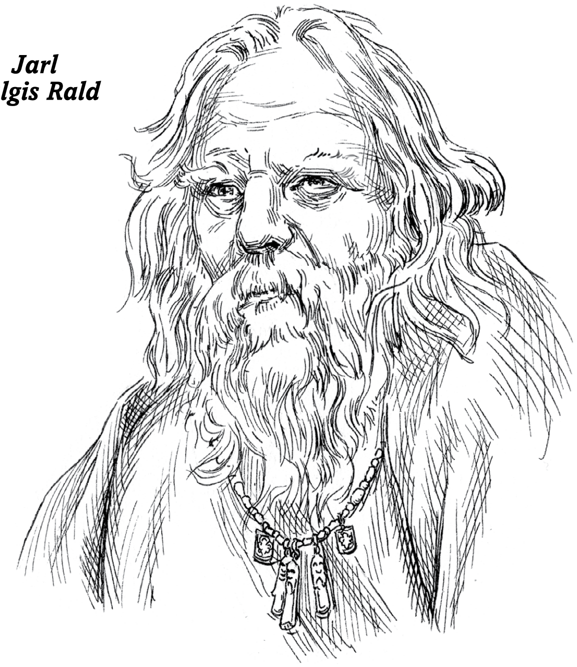
Luthby's thrans sell their agricultural surplus to Lokis to feed the many pilgrims that flock to the kingdom's holy sites. Turell Abaalarsen, a Lokian trader, has argued that the clansmen should sell to him at a discount as a form of tithe to the priests of Clan Thoryn. Few members of Clan Rald are particularly devout, and their dismissal of Turell's appeals have left him grumbling about the lack of faith in Luthby.

Fishermen catch large quantities in Melau Bay, Oslufjord, and the Oslin Straits, while hunters harvest a wide variety of fur-bearing or edible animals in the marshes, woodlands, heaths, and mountains. Raldlund is known for its mineral industry, to which Luthby contributes lead, iron, amber, and salt. A ship laden with amber from the westernmost mine ran aground on the Yhael Rocks not long ago; its cargo has yet to be salvaged due to bad weather.

THRAN	HOLDER	AC	LQ	HD
LUTHBY	Rald	10,425	0.82	205
Galheim	Galaam	2,375	0.83	31
Jarik	Rald	2,225	0.75	26
Ladorin	Rald	3,900	0.79	48
Nivaby	Rald	4,450	0.76	53
Otorp	Rald	3,175	0.85	42
Skara	Stahlersen	4,250	0.75	50
Tartu	Rald	3,550	0.81	45
Temperal	Rald	2,275	0.80	29
Vrada	Rald	3,300	0.74	38
Vyborg	Rald	7,075	0.84	93

A host of sealers from Gelemaar have taken refuge in Luthby after their boat was badly damaged in a storm. Their captain, a younger son of the kingdom's royal clan, seems intent to wait until repairs can be made but has been unable to explain why his boat was in the Oslufjord.

Luthby is built on the site of an ancient Yarili burial ground and the surrounding clanholds and thrans contain a scattering of weathered tumuli and standing stones. Clansmen have dug up some of these over the years looking for treasure, but have found little of value.



Jarl Kalgis Rald

MYNA [H6] ①

Holding Clan: Daas
Tribute To: Pelyn
Population: 4,500
Tribute From: Pasila, Ygesdram

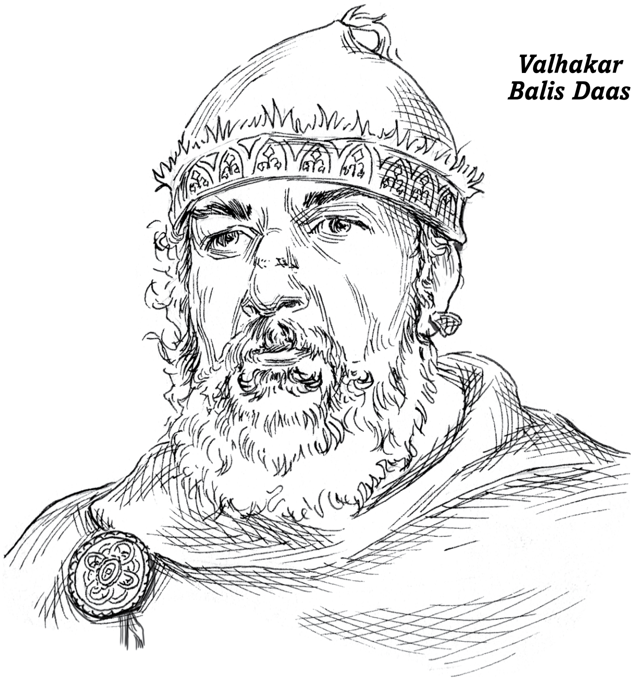
Myna was founded in 278 and has until recently seen many years of relative peace. Branches of Clan Daas hold the thran of Yafors on Hutheng Island and Daasen in Orbaal. Neither pays tribute to the parent clan.

Government & Military

Valhakar Balis Daas, 47, is a stout man given to excessive indulgence. He has four wives, seven sons, and three daughters. He is contemplating taking a fifth wife and has his eye on the eldest daughter of Hedila Maar of Pasila, a plan violently opposed by Hedila, as she plans for her daughters to remain virgin shieldmaidens.

The clan's loyalty to King Hlanakar is wavering. Many on the thrangaad support those who feel a new king is necessary, as Daas lands will be vulnerable to Ibanvaal if Froyaheim falls. Balis has sought to be a peacemaker between the king and Clan Storzar and has earned the mistrust of both for his trouble.

The anticipated war with Ibanvaal has sparked a flurry of activity in Myna, with extensive efforts underway to fortify the thran. The jarl's compound now sits inside a 15-foot-tall timber palisade, surrounded by a steep earth bank inside a large flooded ditch. Pits are being dug outside the moat and fitted with sharpened spikes. Other thran holders are constructing or improving their own defenses as best they can.



Valhakar Balis Daas

Thran	Holder	AC	LQ	HD
MYNA	Daas	10,475	0.97	223
Abenstad	Daas	3,375	0.94	43
Banyka	Daas	3,075	0.89	38
Dejlanby	Daas	4,300	0.93	55
Filsa	Daas	4,625	0.91	58
Fjeg	Stahler	4,600	0.97	61
Joba	Daas	3,325	0.93	42
Leborg	Daas	4,875	0.99	66
Lunheim	Daas	6,850	0.93	87
Mynran	Mynraal	2,900	0.95	38
Navjon	Daas	6,475	0.92	82
Onla	Daas	4,275	0.96	56
Vidaby	Daas	3,850	0.96	51

A full muster of the armies of Myna, Pasila, and Ygesdram would amount to more than 4,000 men and 32 ships. Jarl Balis has told the thrangaad that if Ibanvaal attacks and overruns Storzarlund, he intends to concentrate his forces on protecting Myna. Cunate Daas, the headman of Ygesdram, has voiced his strenuous objections to the idea of abandoning Ygesdram and retreating to Myna. He is disgusted by what he sees as his valhakar's lack of honor.

Unlike many others, Clan Daas sends its valhakars to Talagaad with land burials, not on fireships. The deceased clanhead is laid out in a ship with his weapons, armour, most precious possessions, and everything else he will need in Talagaad. The ship is surrounded by standing stones, then covered by a large earth mound. These ship-graves are sacred, and last year two men were hanged for digging in one.

Economy

Myna's economy is based on agriculture. The clansmen grow great quantities of cereals and graze their cattle on lush grass meadows. The surplus is taken by cart to market in Vulenheim. Trapping of beaver, otter, hare, and weasel is a popular winter activity. The thranaal's fishermen confine their efforts to the Voldfjord and Heizfjord and rarely voyage out to sea.

There are no minerals or gems to be mined in Myna, but the thranaal's potters use the abundant deposits of fine clay to produce superior-quality pottery that is exported throughout Menglana. Myna's womenfolk are excellent spinners and weavers, known for turning imported wool into fine cloth for sale in Vulenheim.

ORGUND [I2] ①

Holding Clan: Algaar **Population:** 2,400
Tribute To: Pelyn **Tribute From:** Wulfenheim

Orgund sits on the Orgasfjord off Skivaal's Bight in the far north of Ivinia. Only its subject thranaal of Wulfenheim lies farther north. The thrans are spread along the arms of the fjord and ringed by towering mountains. Trees grow twisted and small and provide little shelter from the unceasing winds. The ground is heath, tundra, and alpine, covered in snow and ice for several months of the year. The entrance to Orgasfjord is protected by a treacherous maze of small isles and reefs that requires luck or a local pilot to safely cross.

Government & Military

Valhakar Parlak Algaar has been depressed and moody since the recent loss of his only son in a whaling mishap. At 58, it is unlikely that he will father another. Competition is fierce as his kin maneuver to succeed Parlak as clanhead or to curry favor with those who might. Tuzrin Algaar, valhakar of a cadet branch of the clan in Pyberg, Orbaal, aims to foster one of his younger sons to Parlak in hopes that he will adopt the boy and make him his preferred heir.

Parlak has long been a reputed warrior. While accompanying his father on a voyage as a boy, Parlak was captured by a pirate named Klerkon. Klerkon killed Parlak's father, feeling he was too old to be worth feeding, then sold the boy as a thrall. Parlak was rescued a few years later by his cousin Sigurd, who bought him off his owner. Parlak killed his first man at the age of nine, splitting Klerkon's skull with a wood axe after spotting him in the marketplace.

Orgund has some of the most agile and fleet-footed skirmishers in Menglana. The number of men armed with throwing spear or whaling harpoon that muster at the wapentake nearly equals the number of clansmen on the shield wall. The thranaal has only a few dozen huscarls.

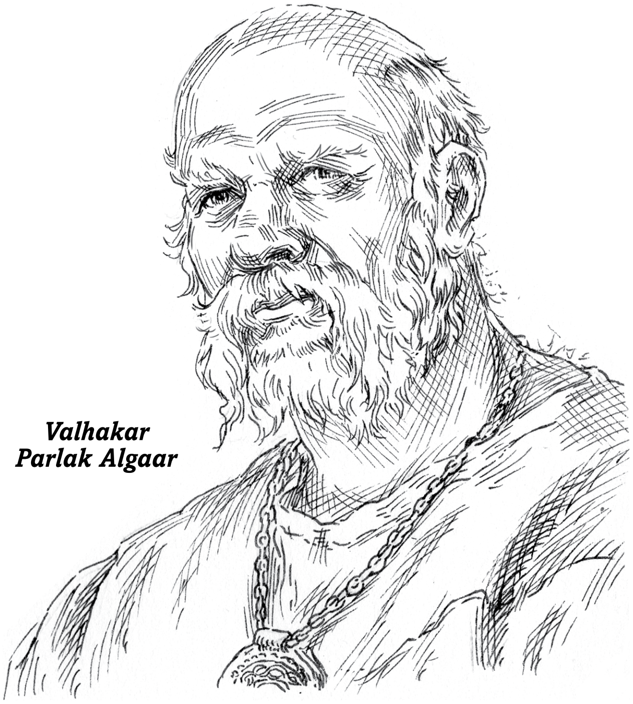
Economy

Much of Orgund's land is ill-suited to crops, and yields are not sufficient to sustain the population. The Algaar clansmen concentrate on the husbandry of long-haired sheep, shaggy cattle, and reindeer. The sea provides arctic cod and shark, while the inland waters are home to huge sturgeon. One clan delicacy is a type of bread made from seaweed, usually eaten with a pottage of whelks, limpets, and other shellfish. A source of lead and copper has been found in the mountains, but the site is so exposed that no one has opened a mine to exploit it.

THRAN	HOLDER	AC	LQ	HD
ORGUND	Algaar	14,800	0.37	126
Algastad	Algaar	8,350	0.35	52
Eja	Algaar	8,025	0.35	50
Gutheim	Algaar	7,925	0.34	48
Hilk	Algaar	7,450	0.36	47
Lafstad	Algaar	6,325	0.31	34
Rilja	Algaar	6,775	0.36	43
Thorvik	Algaar	6,900	0.35	43
Verthby	Algaar	5,450	0.39	37

Whaling and sealing drive the local economy. The meat is dried and the blubber is rendered to oil for export to the south. The high demand for baleen and ambergris in many trading ports can mean considerable revenue for a whaler. A number of Ivinian seamen claim to have crossed the ocean to the far land called Kamerand in pursuit of whales or adventure, but Jarl Parlak's account of such a voyage is one of the few that seems more than just a tall tale.

Clan Algaar receives tribute from the Forseths of Wulfenheim but has not paid tribute to Clan Stahler for three years. Given the distance between Pelyn and Orgund, and the king's preoccupation with internal and external conflicts, Jarl Parlak deems it unlikely that Hlanakar will send his huscarls to collect.



Valhakar Parlak Algaar

PASILA [H6] ①

Holding Clan: Maar **Population:** 5,900
Tribute To: Myna **Tribute From:** None

Government & Military

Pasila is unique in Menglana, and unusual in all of Ivinia, for being ruled by a female valhakar. Following the tragic deaths of Jarl Gundar Maar and his only son in 717, the Maar thrangaad gave the rare honor to Gundar's senior widow, Hedila. It is expected that she will hold the position only until 723, when her eldest grandson, Aarlin, becomes old enough to inherit at age 16.

Before her marriage to Gundar, Hedila was a highly skilled shieldmaiden. By anyone's count, she is at least 60 years old but still trains herself and her grandchildren in skill of arms like a warrior half that age. Hedila is a devout Sarajinian and devoted to the Elkyri Brownwyne, the dispenser of fate. She makes a yearly journey to Eldeskaal for the festival on Mount Ilbengaad, usually accompanied by numerous kin.

Pasila was as founded in 458 on the site of a thran held by Clan Harkut until they were declared outcast by Clan Stahler. The few Harkuts who remain in the mountains to the north have been reduced to an almost feral state. Hunters and trappers avoid the area or go only in groups, as lone men often go missing there. Those bodies that have been found were mutilated in ways far worse than anything a wolf or bear would do.

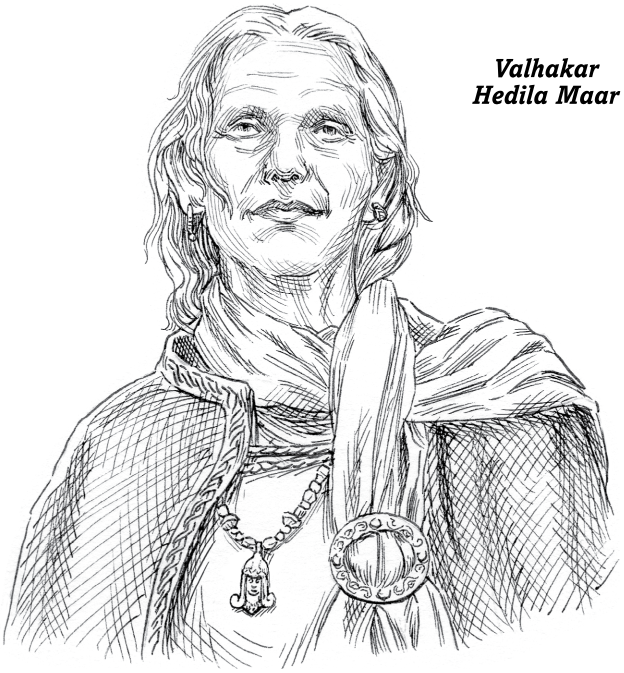
Economy

Jarl Hedila's domain has diverse sources of revenue. The bountiful croplands supply vegetables, fruit, and cereals, much of which is sent to Vulenheim for consumption or export. Wool from the clansmen's sheep is made into fine twilled and worsted cloth. The fishermen harvest many types of river and lake fish and make occasional trips to catch deeper-water varities. Trappers scour the forested hills in search of exotic furs for export. Mines in the hills produce copper and iron. Because the forests near the thrans have been depleted, timberwrights have to seek far inland for decent lumber for building and woodcrafts.

The spring fair is known for its singing competition. Clan Maar has a strong musical tradition, particularly complex renditions of sagas sung in many parts in the round. The clansmen spend the winter learning pieces for the contest. Competition is fierce, and to say that a warrior cannot remember his lines is a grave insult. The clansmen of Jegvik and Stronberg have feuded over such an insult made during the competition in 689. Jarl Hedila has stated she will outlaw the entire family of the next person to fatally continue the vendetta.

THRAN	HOLDER	AC	LQ	HD
PASILA	Maar	9,350	0.98	262
Abader	Maar	3,775	0.91	41
Aberby	Maar	4,350	0.95	50
Berstad	Maar	3,350	0.89	36
Fjona	Maar	3,600	0.90	39
Gilemstad	Gilem	5,875	0.98	69
Grana	Maar	5,400	0.94	61
Hepjurn	Maar	5,425	1.01	66
Jegvik	Maar	5,625	0.92	62
Mikyn	Talek	4,425	0.96	51
Nilony	Maar	4,200	0.95	48
Nosxuv	Maar	2,575	0.83	26
Onzerlund	Onzer	3,825	0.91	42
Ravnik	Maar	5,225	0.99	62
Skeineza	Maar	5,125	0.99	61
Stonberg	Maar	4,350	0.96	50
Svuv	Maar	3,350	0.90	36
Wujnov	Maar	4,175	0.94	47
Yarmel	Daas	6,000	0.98	71

One favorite song tells of how warriors from a branch of the clan duped the residents of a Jarin settlement on Hârn. After claiming to be interested only in trade, they feasted with the Jarin, then repaid their foolish hosts' generosity by slaughtering the ruling family to the last man. Clan Maaren holds Vold in Orbaal to this day.



Valhakar Hedila Maar

PELYN [H6] ②

Holding Clan: Stahler **Population:** 4,500
Tribute To: None **Tribute From:** All

Thran	Holder	AC	LQ	HD
PELYN	Stahler	6,975	0.92	205
Bretlund	Bretaal	1,975	0.91	27
Bvelar	Stahler	2,075	0.90	28
Deljone	Stahler	3,725	0.92	52
Dorn	Stahler	2,075	0.85	25
Elsturby	Baelin	4,125	0.91	57
Fuhra	Stahler	3,100	0.92	43
Gasby	Stahler	1,775	0.88	23
Hazenby	Stahler	2,125	0.84	27
Helnby	Stahler	2,200	0.86	29
Jskor	Stahler	2,100	0.93	30
Kirheim	Stahler	3,225	0.94	46
Olsan	Stahler	1,825	0.89	28
Rjestuvik	Stahler	2,050	0.91	28
Ryhn	Stahler	2,250	0.88	31
Sjinlund	Sjinskaed	2,050	0.87	28
Sjothi	Stahler	2,875	0.89	39
Skeinby	Stahler	2,150	0.87	28
Stokheim	Olafsyn	1,825	0.88	24
Thamjede	Stahler	1,475	0.89	20
Trjolnt	Stahler	1,775	0.87	23
Urgsvik	Stahler	2,125	0.93	30
Vibro	Stahler	2,125	0.92	29

Government & Military

Pelyn is the stronghold of Hlankar III, valhakar of Clan Stahler and King of Menglana. At 61, Hlanakar can no longer effectively take the field against his enemies, a fact noticed by his tributaries. A lack of confidence in Hlanakar has infused the royal clan. All but one of the king's sons have deserted his hall and now lay plans for the day a new valhakar can be chosen.

The settlement sits on the southern end of Pelyn Island in the Leimenfjord and commands the maritime traffic of the kingdom's most important waterway. Since its founding in 224 by Pelyn Stahler, the vathran has never been successfully attacked, partially because of its natural defenses but mainly because the Stahler kings have protected it with a large warfleet.

The Stahler thrangaad meets in Pelyn three to four times a year. The Kronraad is supposed to meet yearly but Hlanakar fears the royal council's power and has not called for it to assemble since 717.

Pelyn can field a theoretical force of more than a thousand men, including 135 huscarls and four companies of the king's Vulenguard. The harbor has nine war ships, including Hlanakar's 96-foot longship.

Economy

Pelyn's economy is largely based on tribute collected from other settlements within Stahlerlund and from the kingdom's other thranaals. Several of the king's tributaries are wavering in their loyalty and tribute has been slow to reach Pelyn.

The Hirdmaand controls all economic activity in Pelyn. Favored Stahler clansmen and members of allied clans have monopolies on specific goods and services, with these rights rigidly enforced by a private army of thugs and bullies. The cartel is dominated by Clan Baelin, whose valhakar, Knurri Baelin, has a heavy influence on King Hlanakar.

Foreigners trading in the kingdom must call at Pelyn to have their goods inspected and to purchase an import license equal to Pelyn's normal bonding tax. This levy is in addition to any hawking tax that must be paid at the merchant's destination. If there is any doubt about tax evasion or Hirdmaand status, goods will be promptly confiscated and their owners lucky to escape with only a stiff fine.

A fair is held following each month's theng at the Tusks of Edorlryik, or "law rocks." Locally produced goods and those brought in from throughout Stahlerlund are traded for the many luxuries demanded by the royal clan. A busy fish market is held on the beach of the lower town every day.

STIMBY [G7] ③

Holding Clan: Rald **Population:** 9,100
Tribute To: Pelyn **Tribute From:** Luthby

Stimby is the primary settlement in the domain of Clan Rald. Raldlund, which also includes the lands of Luthby, is in the southwest corner of Menglana and borders the Kingdom of Gelemaar. With this proximity, leaders of Clan Rald have looked to the Pendragon of Seldenbaal as much as to Clan Stahler in Pelyn.

Stimby's lands are dispersed over a large area on both sides of the ice-capped Lokin Mountains. Satellite communities are scattered along the Oslufjord, Lokinfjord, and surrounding bays. It can take more than a day to sail from one end of the thranaal to the other.

The Ralds claim to be the oldest clan in Menglana and trace their ancestry back almost a thousand years. Stimby was formerly an independent kingdom allied with Trondis, but submitted to the Stahler's dominance in 621.

Government & Military

Raldlund is spread over a number of fjords and bays, and each cluster of thrans has some degree of autonomy, with Luthby having the greatest. The Rald thrangaad meets every second month as long as the fjords stay navigable. In the depths of winter, a council meeting would be called only in a dire emergency.

Dargaan, 58, has been valhakar for 22 years. Unlike his younger brother Kalgis of Luthby, Dargaan is an active man. He is a very skilled politician and a master of intrigue. His spy network is said to be bigger than the king's. It may take time for the information to reach him, but there is little that happens of interest in Menglana that Dargaan doesn't hear about. The clan's loyalty to King Hlanakar is very much in doubt. The marriage of Sarna Rald to Erling Storzar of Froyaheim reflects their estrangement from the royal clan.

Jarl Dargaan is convinced that the disintegration of Menglana is inevitable and seeks to ensure that Raldlund continues to exist with a minimum of upheaval. He is passionate about restoring Raldlund to its former status as an independent kingdom and has many schemes in play to achieve this.

Although Dargaan and the thrangaad would prefer full independence, they are wise enough to realize Raldlund would be unlikely to escape the attentions of Clan Dagen should Ibanvaal occupy Leimenfjord. Dargaan has held secret discussions with emissaries from the King of Gelemaar and Pendragon of Seldenbaal. He seeks their assurance that in return for his tribute, they would protect a new Kingdom of Stimby and allow him and his heirs to rule.

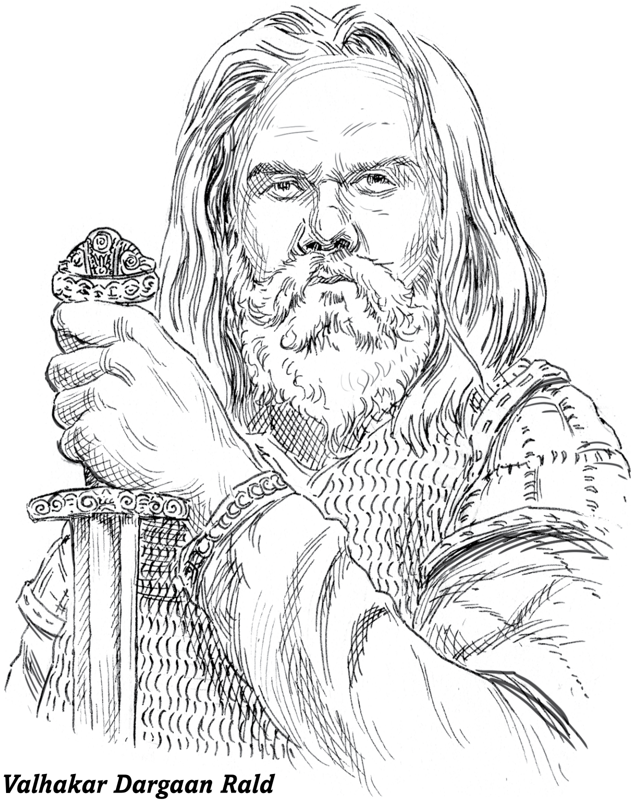
Dargaan has also taken steps to protect Raldlund from Rogna, its main threat to the west. In 719, Dargaan arranged the marriage of his youngest half-sister, Esmilda, to King Haakis Turensyn of Rogna. Although a marriage to royalty would customarily be a subject of much rejoicing within the clan, Esmilda's union with Haakis has largely been kept secret. Esmilda, 11, was escorted to Coselin by her brother Kalgis, the headman of Luthby, who hoped Haakis would support him in his feud with Clan Erlang of Helgeby in Gelemaar.

Dargaan now expects to have Rogna's support if he seeks independence from Menglana. To seal their alliance, King Haakis declared that Rogna's warriors would no longer target ships from Raldlund thrans. In return, Dargaan agreed to take no action against Rogna's plundering of Stahler ships, nor any future attacks against the thranaals of the Leimenfjord.

Despite these discussions, Dargaan and the thrangaad are still a long way off on making a decision on the best course of action for their lands and people.

Economy

Stimby has the largest herds of cattle in Menglana, but its extensive agricultural land is not ideal for growing cereal crops. Nearly half of the thranaal's food comes from fishing and hunting. The extensive wilderness provides trappers with a wide range of furs, both exotic



Valhakar Dargaan Rald

and mundane. The clansmen of the Lokinfjord used to harvest enough seal and whale to supply the thranaal. After an encounter two years ago with a vorang, or giant squid, crews are reluctant to venture far from shore.

Raldlund has Menglana's most extensive mineral industry. The geological wealth of the Lokin and southern Kejelrian mountains includes gemstones, iron, tin, lead, and silver, most of which is processed and exported from Stimby. Raldlund is the only Menglanan domain that produces enough salt or silver to export. The thranaal also has rich clay deposits and is a large producer of grayware pottery for export.

Stimby's pottery, minerals, gems, amber, preserved fish, and furs are traded up and down the western coast of Ivinia and even further afield to Orbaal, Harbaal, Chelemby, and Shorkyne. The vathran at Stimby sees a cosmopolitan mix of merchants all summer. Clan Rald garners significant revenue through trade of these commodities. Even with the diminished threat of Rognan pirates, shipments tend to be well guarded, especially those of precious gemstones, ore, or processed metals.

When the ice melts each spring, trader Huthor Rald travels far north to Idjarheim, home of Idjar Redlaar, also known as Idjar One Eye, a semi-divine son of Sarajin. Huthor travels up the Menglanan coast by ship, through the Koth Straits and Kigesfjord to the Borsi valley in the inland reaches of Visoloy thranaal, then by foot and pack animal the rest of the way. He generally stays for about a month to trade news of the outside world with Idjar and trade goods from Raldlund for the furs, hides, and amber gathered by the residents of Idjarlund.

Thran	Holder	AC	LQ	HD
STIMBY	Rald	9,025	0.83	323
Abow	Rald	3,075	0.83	35
Arnstad	Rald	4,725	0.79	51
Bjeinba	Rald	3,200	0.82	36
Bowmen	Rald	3,100	0.80	34
Braumow	Rald	4,400	0.82	49
Delby	Rald	2,725	0.82	30
Fjorn	Rald	2,325	0.75	24
Gauzenby	Rald	3,150	0.82	35
Granheim	Granskald	3,150	0.84	36
Heiborg	Heimanen	2,125	0.78	22
Hemby	Rald	2,575	0.77	27
Ikdow	Rald	3,625	0.84	41
Ionheim	Helgesen	2,600	0.83	29
Jarlstad	Rald	1,775	0.78	19
Jelmby	Rald	1,900	0.74	19
Jelstad	Rald	2,450	0.82	27
Jelyn	Rald	3,225	0.84	37
Jethin	Rald	3,225	0.83	35
Karheim	Ketaal	3,200	0.75	34
Karjing	Rald	3,300	0.83	37
Kisby	Rald	2,600	0.80	28
Lojeby	Rald	2,350	0.84	27
Lunheim	Lunskaed	3,850	0.83	43
Mevjaborg	Mevjal	2,700	0.80	29
Mijyka	Rald	3,050	0.79	33
Oakheim	Rald	2,525	0.79	27
Olegstad	Rald	2,050	0.76	21
Pylun	Rald	3,125	0.80	34
Ragnstad	Rald	5,125	0.79	55
Repinow	Rald	4,600	0.81	50
Rognheim	Rald	3,225	0.76	32
Sjeno	Rald	2,475	0.81	27
Stadow	Rald	3,200	0.70	30
Steheim	Rald	2,550	0.76	26
Steome	Rald	3,175	0.84	36
Steynmark	Steyn	1,925	0.77	20
Stroman	Rald	2,575	0.80	28
Svold	Dylk	3,075	0.81	33
Svyrgheim	Rald	2,625	0.78	28
Teklun	Rald	4,775	0.80	51
Thesborg	Rald	3,350	0.79	37
Trelun	Rald	3,100	0.80	35
Trygveson	Taarvuk	3,150	0.83	35
Volder	Rald	3,275	0.76	34
Werstad	Rald	3,675	0.82	41

SULUBIN [15] ②

Holding Clan: Idain **Population:** 4,900
Tribute To: Pelyn **Tribute From:** None

Sulubin is on the kingdom's eastern border, on the shore of Lake Ekjel, the source of the Leim River. It is as close to major settlements in Ibanvaal as to its nearest Menglanan neighbors. Sulubin was an independent kingdom until 599, when it was forced to pay tribute to Clan Stahler in exchange for access to the sea.

Government & Military

Valhakar Ragnir Idain, 44, is a skilled warrior and leader, but his excessive piety and fanatical adherence to the Ljarl make it hard for his peers to relate to him.

Given Sulubin's proximity to Ibanvaal and isolation from Pelyn and the thranaals of the Leimenfjord, loyalty to King Hlanakar is wavering. Some on the Idain thrangaad and even a few members of the Kronraad support Jarl Ragnir as the next king, but this has little chance of success. Clan Dagen of Ibanvaal has offered Jarl Ragnir autonomy in return for an alliance. In addition to the Clan Idain warriors and ships, this would give Ibanvaal a second pathway to the heart of Menglana.

Olaaf Idain, the valhakar's nephew and huscarl, is considered the strongest man in Sulubin. It is said that when he was once attacked by a snowbear, he wrestled it to the ground and made good his escape.

Economy

Sulubin's thrans are clustered on a flat, fertile strip of land next to Lake Ekjel. The rich soil and shelter of the surrounding mountains supports the growth of crops despite the altitude and short growing season. Golden long-hair cattle graze on the meadows in summer and are kept in the clan's longhouses over winter.

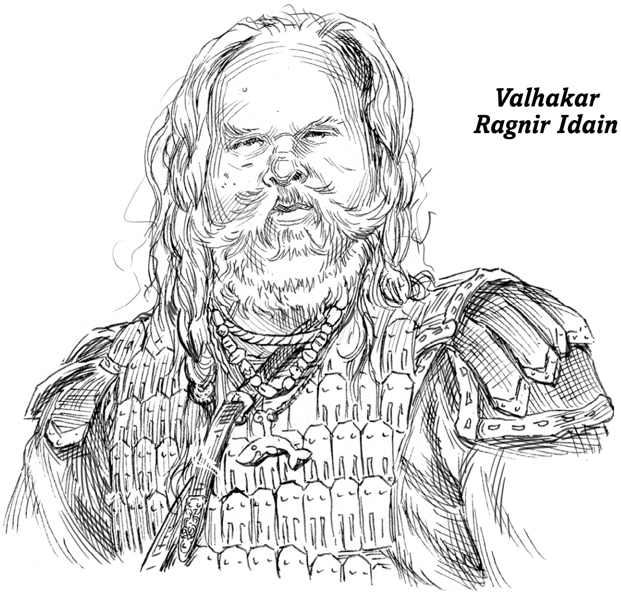
Fishermen take sturgeon, salmon, trout, and eel from the lake, rivers, and mountain streams; the surplus is preserved and exported south. The thranaal has no mining industry, although fishermen find the occasional valuable gem in the river gravel.

The thranaal's trappers are famed for the quantity and quality of bear and wolf skins they harvest. Much of the fur trade is with Harling, across the Ibanvaal border. The Hirdmaand has been unsuccessful in its attempts to end or control this lucrative trade.

Sulubin sits on one of only two overland routes to the holy kingdom of Eldeskaal and sees significant revenue from travelers and pilgrims. The road is long and perilous and although there are travelers' shelters along the way, the weather, wild animals, and bandits always take their toll. The trail also leads toward Xyryam, an Earthmaster site high in the Kejelrian Mountains; travelers heading there are seen as fools, as few come back.

THRAN	HOLDER	AC	LQ	HD
SULUBIN	Idain	9,300	0.82	206
Abelberg	Abela	2,250	0.80	33
Aydanheim	Welern	3,125	0.80	46
Baalan	Idain	2,600	0.80	38
Batten	Idain	2,475	0.82	37
Bilm	Idain	3,825	0.78	55
Fjarlton	Idain	2,100	0.79	29
Gilden	Idain	3,200	0.80	47
Helstad	Idain	2,325	0.78	32
Idainheim	Idain	4,125	0.79	63
Ilvaat	Idain	1,750	0.81	26
Jhanvik	Idain	4,250	0.81	63
Kiltak	Idain	3,250	0.82	49
Natrvik	Idain	3,150	0.79	46
Njalstad	Idain	1,475	0.74	20
Rognsted	Idain	3,175	0.78	45
Seldholm	Idain	3,075	0.80	45
Telheim	Idain	2,025	0.81	31
Vulstad	Vulaan	1,975	0.83	30
Ythael	Idain	2,550	0.84	39

A path northwest out of Sulubin crosses the Megeleburin Mountains to the Borsi Valley and Idjarheim, the lodge of Idjar One Eye. Cursed by Sarajin, his father, Idjar sees Kethira with one eye while the other looks upon Yashain; it has driven him slightly mad.



Valhakar Ragnir Idain

THEGHOLM [H7] ♜ ①

Holding Clan: Tejaal
Population: 3,900
Tribute To: Trond
Tribute From: None

Thengholm is one of three domains that make up the thranaal of Tejaalund in southern Menglana. Its thrans sit alongside Lake Sjorad and Lake Imua between the other Tejaal thranaals of Trond and Isenwich.

Government & Military

Thegholm's leader, Horvald Tejaal, 37, is a cunning, clever, and embittered man. The Thegholm Tejaals have the most open hatred for the rule of Clan Stahler. Jarl Horvald's father, Rutgar, unwisely supported Homgeir Storzar in his bid for the royal seat in 688. Armed with a long memory, Hlanakar and his allies have ensured that this branch of the clan has suffered from a series of disasters. A poisoned well that caused the death of six clansmen in 694, and the murder of Rutgar on an ill-advised visit to Pelyn in 708, are both seen as the work of Hlanakar. Jarl Horvald lacks proof, however, and has been unable to convince his cousin and valhakar, Ossar of Trond, to aid him in avenging these wrongs. Nonetheless, the suspicions he has raised in the valhakar and thrangaad are strong enough to have seriously eroded the clan's staunch support of the Stahlers.

Jarl Horvald spends much time brooding on the injustices suffered at the hands of the Stahlers. He knows he lacks the warriors to take Pelyn without the backing of the Tejaal valhakar. He believes that Ibanvaal may resolve his problem for him, but in his most impatient moods has considered finding an assassin to visit the royal bedchamber or a runemaster practiced in the darker aspects of the art.

Economy

The furriers and clothiers of Thegholm produce luxury goods for export. The clansmen's wives spend many hours spinning thread of fine wool, then weaving it into a light, warm, and expensive cloth.

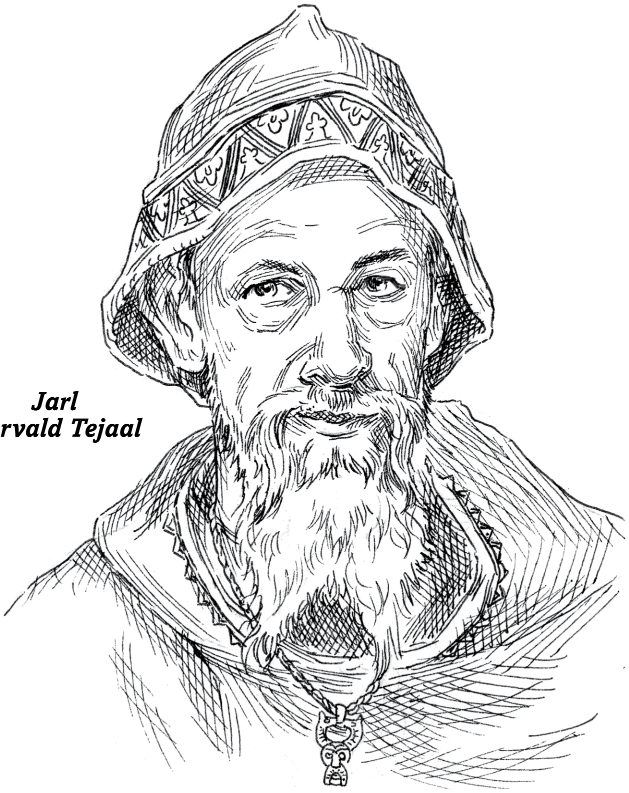
The domain's trappers pride themselves on the size of last season's sable harvest, which brought an astonishing amount of coin from an Azeryani trader. When a pair of trappers were caught dyeing squirrel fur black, their left hands were lopped off at Jarl Horvald's order. The fake furs were sent to Pelyn as part of the Tejaal tribute to Clan Stahler; no one appears to have noticed the deception.

Thegholm produces enough food to feed its people. The clansmen grow barley and peas in the many small valleys and graze their flocks of curly long-haired sheep on the grassy hills between them.

Thran	Holder	AC	LQ	HD
THEGHOLM	Tejaal	9,500	0.97	194
Berenzby	Tejaal	6,150	0.96	128
Felstad	Tejaal	2,975	0.95	61
Jordenstad	Jorden	3,400	0.89	66
Kilby	Tejaal	4,250	0.93	86
Nilborg	Tejaal	4,300	0.98	92
Ogjar	Tejaal	4,275	0.96	89
Theod	Tejaal	3,150	0.94	64

Thegholm's tribute to Trond includes a head tax collected on all male clansmen, plus 1d per sable skin and 2f per two-yard length of cloth.

Thralls at a few Thegholm thrans recently rebelled and killed a handful of Tejaal clansmen. After the revolt was put down and rebellious slaves killed, Thegholm finds itself short of thralls. Menglana's main slave market is in Pelyn, but Jarl Horvald has forbidden trade with the Stahlers since they murdered his father. Horvald is proposing to lead a viking raid to Emelrene or Hârn to take more thralls. This will be a risky venture. Few Thegholm clansmen have traveled outside the Leimenfjord, and many have gone no further than Vulenheim. This will be the first viking raid of multiple ships to have left Thegholm since Horvald's accession.



Jarl Horvald Tejaal

TROND [H6] ②

Holding Clan: Tejaal
Tribute To: Pelyn

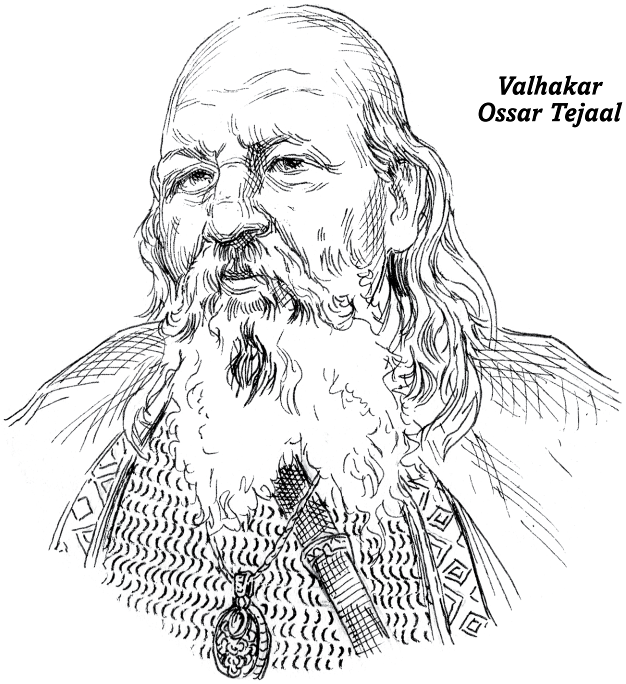
Population: 7,800
Tribute From: Isenwich, Thegholm

Trond and Tejaalund are situated on Lake Imua, with Daaslund and Stahlerlund between them and the sea. The vathran was formerly held by Clan Uther, rulers of the Kingdom of Trondis, and was taken by Dareng Tejaal in 621 in the war between Trondis and Menglana.

Government & Military

Clan Tejaal have strongly supported Clan Stahler for decades but are now considering a resurrection of the Kingdom of Trondis. Valhakar Ossar Tejaal believes that both Froyaheim and Menglana are doomed. He recently met with emissaries from Ibanvaal, who sought to convince him to join Clan Dagen at Froyby, in return for autonomy under a Dagen overking. Jarl Ossar is tempted, while many within his thrangaad say the wiser course is to offer tribute to the Pendragon of Seldenbaal in return for autonomy and protection from both Ibanvaal and Clan Stahler.

Trond's isolation from the sea means its people have less of a tradition of viking raids and piracy than other Menglanan thranaals. With the domain's long history of peace with its neighbors, Clan Tejaal has maintained fewer warriors and warships than most other greatclans. Recent political events have led clan leaders to start equipping the thranaal for war.



Valhakar Ossar Tejaal

THRAN	HOLDER	AC	LQ	HD
TROND	Tejaal	12,650	0.96	328
Alvho	Tejaal	5,425	0.94	78
Bjorna	Tejaal	2,975	0.96	44
Boden	Tejaal	3,125	0.93	44
Burnstad	Tejaal	3,150	0.95	46
Dalby	Tejaal	3,100	0.95	45
Froymark	Tejaal	2,150	0.98	32
Genij	Tejaal	1,975	0.92	28
Gotlund	Tejaal	7,050	0.96	102
Hedmark	Tejaal	2,250	0.92	32
Hikna	Tejaal	3,125	0.94	45
Iston	Tejaal	2,975	0.99	45
Jysele	Tejaal	5,125	0.97	75
Kanus	Tejaal	3,325	0.99	50
Kilafors	Tejaal	2,625	0.92	37
Menavik	Maail	3,200	0.91	44
Milnheim	Tejaal	5,700	0.99	85
Munlund	Munij	3,200	0.95	46
Nasborg	Nasak	3,100	0.91	43
Nora	Tejaal	2,525	1.01	39
Nothaden	Vaeldt	3,450	0.91	46
Nupon	Selbyn	3,275	0.93	47
Otterstom	Tejaal	2,475	0.92	34
Ovdram	Tejaal	2,400	0.96	35
Oxberg	Tejaal	2,125	0.98	32
Stromsund	Tejaal	3,175	0.94	46
Svegin	Tejaal	2,350	0.93	32

Economy

The produce of the Trond's agricultural land is consumed in the thranaal or traded in kind with Vulenheim. The majority of the clan's silver comes from the export of furs, wool cloth, minerals, and eels. Blankets and garments of fine warm cloth woven from the wool of the thranaal's curly long-haired sheep find ready buyers in many Lythian markets. A rock-salt mine supplies many of the Leimenfjord thranaals. Ore from Trond's two iron mines is no longer exported and is instead being used to craft weapons and armour in preparation for war.

Local fishermen catch untold numbers of eel in wicker funnel traps. Barrels of salted eel are shipped from Trond's dock each year. Pelts from small mammals are prepared for export, while those of bear and fox are made into garments for wealthy clansmen.

VISOLOY [H4] ①

Holding Clan: Uthersen **Population:** 2,200
Tribute To: Pelyn **Tribute From:** None

Visoloy is the located in the far north of Menglana, with the Koth Straits separating the thranaal from the Isle of Vabna, home to Clan Durgym of Amavik. Visoloy is held by Clan Uthersen, which was exiled from Isenwich to this lonely outpost in 628 by Clan Tejaal. The Uthersens have always been slow in rendering tribute to the Tejaal's traditional allies, the Stahlers of Pelyn.

Government & Military

Valhakar Othmar Uthersen, 27, is young and athletic, hardened by years of seal hunting. He has but one wife, which is unusual for a valhakar but not uncommon for those living so far north that even survival is a struggle. Othmar is considering potential marriages, including one to a cousin of Haakis Turensyn, King of Rogna. Haakis is married to Othmar's youngest sister, Danya.

Although they profess to be humble fishermen, the Uthersens have engaged in occasional piracy with Clan Turensyn and secretly aided them in mounting a raid on Amavik in 718. The Durgym clansmen are aware of the Uthersens' role in the attack and are expected to launch a retaliatory strike on Visoloy later this year. Jarl Othmar is strengthening his fortifications in anticipation.

Emissaries have braved the dangerous waters and winter storms between Coselin and Visoloy over the last few months to finalize an arrangement that will see Clan Uthersen pay tribute to Clan Turensyn. King Haakis plans to demand tribute from Amavik, Orgund, and Wulfenheim as well. Individually, these thranaals are almost powerless to resist and there is little hope of help from King Hlanakar, especially if Ibanvaal invades Storzarlund.

Visoloy's warriors include more than 100 veteran spear-throwers whose skills were honed hunting seals. In addition to fishing boats, the clan has three warboats and Othmar's cherished longship, *Fordarvlig*.

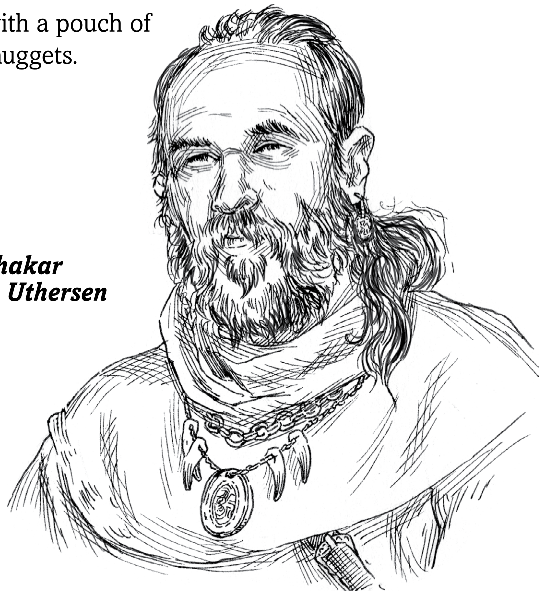
Economy

Agriculture makes up a small portion of Visoloy's revenue. The soil is thin and of poor quality, with more heather, mosses, and sedge than proper grass. Oats can be grown, but barley and legumes do poorly, and fruit trees and wheat don't grow at all. Growing seasons are short and winters downright brutal. The clansmen raise a few hardy sheep and cattle, and some have even experimented with importing reindeer from Wulfenheim.

Thran	Holder	AC	LQ	HD
VISOLOY	Uthersen	4,200	0.39	65
Erskar	Uthersen	5,900	0.33	26
Falkanvik	Uthersen	3,675	0.39	20
Fjallar	Uthersen	4,975	0.35	23
Geldenvik	Gelden	2,625	0.40	16
Himly	Durgym	1,675	0.47	16
Jomheim	Uthersen	3,925	0.40	21
Jorag	Uthersen	3,800	0.38	18
Korsi	Uthersen	4,025	0.34	19
Milmar	Uthersen	4,325	0.39	23
Milmvad	Uthersen	4,050	0.40	21
Orby	Uthersen	3,550	0.41	20
Ragaal	Uthersen	1,575	0.51	17
Thuleborg	Uthersen	2,750	0.41	16
Urby	Turen	2,475	0.42	16
Ursenmaalyn	Uthersen	5,500	0.31	22
Utherby	Uthersen	1,700	0.47	16
Vagnheim	Vagnsen	4,850	0.40	27
Vangir	Uthersen	4,075	0.40	22
Zilgat	Uthersen	2,350	0.42	16

The primary exports are fish, seal oil, and amber. Fishermen make long sea voyages to catch seals and deep-water fish. The catch is air dried and the blubber rendered down to oil. Many barrels of these commodities are sold in the markets of Pelyn or Vulenheim.

Amber is collected from the beaches of the Koth Straits and Kigesfjord, with some collectors going even farther afield. Each family carefully guards the locations of their secret sources of the precious fossilized tree resin. By long tradition, a man wishing to make an Uthersen woman his wife must present her with an amber pendant and her father with a pouch of amber nuggets.



Valhakar Othmar Uthersen

VULENHEIM [H6] ④

Holding Clan: Stahler **Population:** 11,100
Tribute To: Pelyn **Tribute From:** None

Vulenheim is the largest settlement in Menglana, and its population of 4,500 makes it the fifth-largest town in all Ivinia. Located near the eastern end of the Leimenfjord, it is a major center of trade and the only walled town in the kingdom. Although most of the royal Clan Stahler reside in the town or one of its thrans, the aging King Hlanakar III rarely visits, preferring the security of his great hall at Pelyn and doing everything in his power to hamper Vulenheim's dominance of commerce. Four of the king's six surviving sons live in Vulenheim; should one succeed to the throne, the town would likely benefit from the new king's patronage.

The town has three distinct districts. The royal high town sits atop the uppermost cliff, isolated and easily defended. It is surrounded by the middle town, with longhouses for wealthy and important clans and temples to Sarajin, Halea, and Agrik. The lower town outside the palisade is a maze of hovels and shops; the streets are very dangerous at night. Guests in the middle town are usually escorted by the armed guards of their sponsors. The Vulengaard patrol only the high town. No one may enter the high town without invitation from one of the Stahler brothers. Trespassers are publicly flogged; those bearing weapons will have them confiscated and suffer a more severe flogging.

Government & Military

Vulenheim has little in the way of civic government. It is not a free town, but is governed by Adric Stahler, second son of the king. In practice, the Hirdmaand runs the town, collecting taxes, licensing all commerce, and controlling all public works. Of the revenue collected by the Hirdmaand, 80 percent is given to the royal treasury. Half of this goes to the king in Pelyn and the remainder is distributed between his four resident sons, with Adric getting the dragon's share.

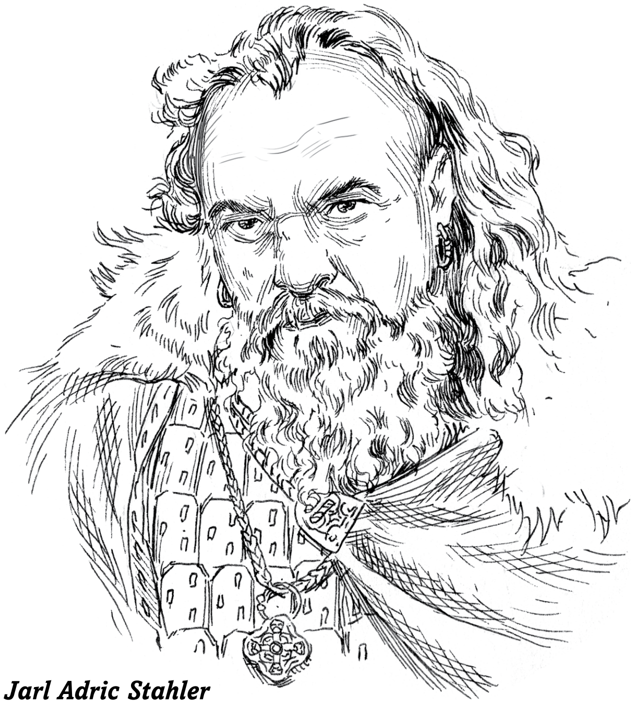
The Vulenheim theng has the authority to judge all minor crimes and infractions. Although these can result in imprisonment, the Hirdmaand's enforcers are a more immediate threat.

Economy

Vulenheim grew and prospered as a trade center and most of its wealth is still generated this way. Nearly all trade is controlled by the Hirdmaand, but foreign mercantylers are tolerated as long they deal directly with the Hirdmaand and remember the appropriate bribes. Vulenheim exports manufactured goods and luxuries, especially pottery and amber jewelry, and imports nearly everything else the town needs, from raw materials to food. The most lucrative trade is in exporting furs, horn, whale oil, and amber, and importing fine cloth, gold and silver jewelry, and well-crafted weapons.

THRAN	HOLDER	AC	LQ	HD
VULENHEIM	Stahler	14,225	0.97	1,433
Eslov	Stahler	5,700	0.95	63
Gertstad	Stahler	4,300	0.97	49
Gundsby	Stahler	5,625	0.96	63
Gydeheim	Stahler	4,075	0.97	46
Gyoked	Baatyl	5,875	0.98	67
Habermyn	Haber	4,350	0.93	47
Jonyk	Stahler	4,200	0.96	47
Lovisa	Stahler	6,425	0.99	75
Olnod	Stahler	5,175	0.95	58
Oslor	Stahler	4,025	0.92	43
Oxelund	Oxeskaeld	4,150	0.88	43
Toteby	Stahler	5,325	0.90	56
Vaxjo	Stahler	4,250	0.97	48
Vryd	Stahler	3,075	0.95	34
Wyljing	Stahler	4,225	0.97	48

Vulenheim has a thriving agricultural community and a productive iron mine. Along with small-scale fishing and trapping, these make up about a third of the domain's revenue.



Jarl Adric Stahler

WULFENHEIM [H1] ①

Holding Clan: Forseth
Population: 1,400
Tribute To: Orgund
Tribute From: None

Wulfenheim sits on a large island to the north of Skivaal's Bight and is the most northerly thranaal in all Ivinia. The living conditions are harsh in the extreme. The long winters can be very fierce and severely cold, with sea ice surrounding the thranaal making sea journeys all but impossible. The land is of very poor quality, the frozen tundra that surrounds the thrans suitable for reindeer hunting and little else. The settlement is often on the verge of starvation.

Government & Military

Gilisen Forseth, 20, has just been elected valhakar. His father, Erid, has been gone for three years on a whaling expedition and is presumed dead. Gilisen is very brave, athletic, and skilled at arctic survival. He is a formidable warrior, unbeaten in combat since the age of 16. Although Gilisen has little experience managing a thranaal, the thrangaad wanted a charismatic leader that the clan would follow, figuring that they could advise him on matters of law, treasury, and administration.

Gilisen stands over six feet tall and is tautly muscular, with long curly blond hair and deep blue eyes. He wears a snowbear cape over his sealskin suit when outside, but favors richly embroidered and brightly dyed tunics and breeches when in the comfort of his longhouse. Visiting skalds have composed verse about Gilisen and spread word that he must be a son of Sarajin. One song describes the young valhakar thusly:

Stronger and more agile than most men,
he can run across the oars of his serpent boat,
he can sprint around the ship's gunwales,
he can juggle three shorkana and throw two spears,
and can strike and cut equally with either hand.

The Forseth thrangaad is acutely aware that King Haakis Turensyn of Rogna has his eyes on Wulfenheim and that there is little chance of military support from King Hlanakar. The thranaal pays tribute to Clan Algaar of Orgund but their combined forces are no match for the warbands of Rogna. Valhakar Gilisen sees that the only way to save his people is to pay tribute to Clan Turensyn.

Economy

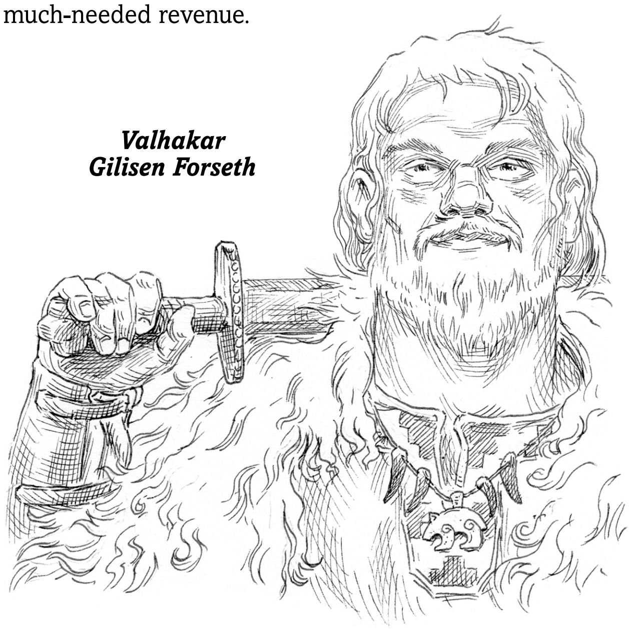
Wulfenheim survives through fishing and hunting. Seals and whales are plentiful, but dangerous to harvest. In the months of Morgat and Nuzyael, herds of seals whelp on the drifting pack ice that fills Skivaal's Bight. The seals are most vulnerable at this time, and the clansmen brave the dangers of weather and ice to harvest them for pelts, meat, and oil. The risks of the hunt are high and the rewards variable, as the seals can be hard to find and the weather unpredictable.

Thran	Holder	AC	LQ	HD
WULFENHEIM	Forseth	15,300	0.31	84
Algavik	Algaar	8,775	0.29	45
Paasen	Forseth	10,125	0.28	50
Rythstad	Forseth	9,650	0.30	52
Vylborg	Forseth	9,150	0.30	49

During the summer months, clansmen brave the still-frigid waters to hunt whale for meat, oil, bone, and baleen. Sperm whales are uncommon this far north but are prized for their ambergris. Wulfenheim's craftsmen are famed for their intricate scrimshaw work on whale bone, narwhal horn, and walrus ivory. Traders from southern thranaals make annual trips to Wulfenheim to purchase these goods for their markets.

Fish is plentiful, eaten fresh much of the year and dried or smoked in winter. The clansmen are able to coax hardy vegetables from the poor soil and raid the nests of large flocks of geese and gulls for eggs. Jarl Gilisen uses a pure white bearded owl to hunt ptarmigan, whose flesh is considered a delicacy. Reindeer are hunted in winter for their hides and antlers and to provide fresh meat as a welcome change from dried fish, whale, or seal. Other food is imported, including nearly all cereals and fruit.

Wulfenheim's climate is not hospitable to miners and the lands have not been explored for any mineral wealth they may conceal. Amber is found on some beaches around the thranaal's many small islands and brings much-needed revenue.



Valhakar Gilisen Forseth

YAFORS [D3] ♜ ①

Holding Clan: Daasel **Population:** 2,700
Tribute To: Inlevik **Tribute From:** None

Yafors is the second of two main settlements on Hutheng Island in the extreme northwest of Ivinia. Clan Daasel pays tribute to Clan Beren of Inlevik but resents the Berens' claim of dominion over the entire island.

The volcanic activity on Hutheng is of interest to followers of the god Agrik. Clerics from the Order of the Pillar of Fire came to the island in 673 to witness the eruption of Mount Geravek. They now maintain a temple at the foot of the mountain, and another in Vulenheim. The clerics have attracted a number of Daasel clansmen to the faith, including Valhakar Methgar Daasel in Yafors and most residents of Flamtorstad thran on the shore of Lake Geravek near the temple.

Government & Military

Methgar Daasel, 33, was fostered as a youth by an Agrikan clan in Seldenbaal and has been an avid worshiper ever since. He was elected valhakar in 716 after he murdered his ailing father. Many Sarajinians see this fratricide as a public abandonment of the Ljarl, and Jarl Methgar makes no secret of his religious beliefs. He is a prominent patron of the Order of the Pillar of Fire and makes donations to their temple at Mount Geravek.

Clan Daasel have no love for the Berens of Inlevik. Jarl Methgar has met with Haakis Turensyn and offered to aid the Rognan king in his planned invasion of Inlevik. He sees himself becoming master of the island himself once Clan Beren is destroyed, although this is not part of King Haakis' plan.

Methgar is unaware that Haakis may soon put him in a tough spot. The grandmaster of the Order of the V'hirahn, rivals to the Pillar of Fire, has secretly proposed to the king that his order will aid Rogna's conquest of Hutheng in return for grants of land and permission to build temples in Coselin and Inlevik. Haakis is considering the deal despite the fierce opposition of Bjarl Sendarsyn, valhakar of Rogna's Sarajinian priest clan. Should Haakis accept and Jarl Methgar have his warriors fight alongside those of the V'hirahn's fighting order, his Pillar of Fire allies would undoubtedly see it as a betrayal.

Thran	Holder	AC	LQ	HD
YAFORS	Daasel	8,650	0.62	124
Abryska	Daasel	4,425	0.60	48
Askaary	Daasel	5,775	0.57	59
Auspek	Daasel	4,325	0.60	46
Flamtorstad	Daasel	4,300	0.61	46
Jiravik	Daasel	4,550	0.61	49
Nexaas	Daasel	4,700	0.59	49
Ryldheim	Daasel	4,175	0.60	45
Sapborg	Hyjurd	2,950	0.58	30
Tyllaholm	Daasel	4,150	0.59	44

Clan Daasel is related to Clan Daas of Myna and Clan Daasen of Orbaal but it is unlikely that any of them would come to the military aid of the other.

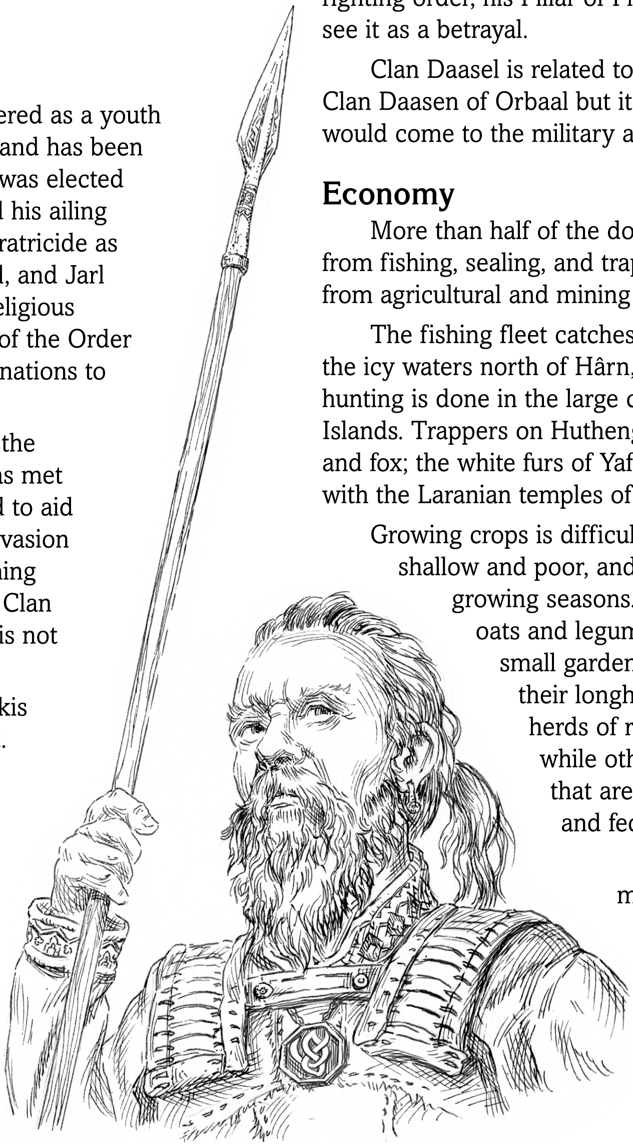
Economy

More than half of the domain's revenue is derived from fishing, sealing, and trapping, with the remainder from agricultural and mining activity.

The fishing fleet catches arctic cod and herring in the icy waters north of Hârn, while much of the seal hunting is done in the large colonies of the Afarezir Islands. Trappers on Hutheng capture ermine, arctic hare, and fox; the white furs of Yafors command a high price with the Laranian temples of the southlands.

Growing crops is difficult in Yafors. The soil is shallow and poor, and the long winters mean short growing seasons. The clansmen grow mainly oats and legumes in the fields and have small garden plots of vegetables around their longhouses. Some clansmen tend herds of reindeer that roam the hills, while others raise sheep and cattle that are kept close to the longhouses and fed heather and sedges.

Yafors has several small mines, but most mineral revenue comes from two large ones. One produces lead and a small quantity of silver, the other is a bog-iron operation that provides large quantities of low-yielding ore.



Valhakar Methgar Daasel

YGESDRAM [H6] ①

Holding Clan: Daas **Population:** 6,200
Tribute To: Myna **Tribute From:** None

Ygesdram's lands are located at the confluence of the Leim and Imua rivers in the agricultural heartland of Menglana. At the Battle of Ygesdram in 463, the warriors of Clan Uther defeated Clan Storzar and the lands became part of the Kingdom of Trondis. Ygesdram later came under the control of Clan Stahler but was given to Clan Daas of Myna as reward for their loyal support. Ygesdram has been in the hands of Clan Daas for only two generations.

Government & Military

Jarl Cunate Daas, 31, displays his status as a wealthy jarl by wearing expensive clothing and large, heavy jewelry; one favorite brooch is more than two pounds of pure silver. Cunate has an otherwise pragmatic and logical disposition. He likes to think things through and seldom rushes to an answer. He is generous to his family and retainers but has a long memory and does not forget or forgive his foes.

Clan Daas has long supported Clan Stahler, and Jarl Cunate is at odds with his valhakar, Balis, over Cunate's support for Clan Storzar of Froyaheim, who the king sees as enemies. Balis has sought to be a peacemaker between the king and Clan Storzar and has earned the mistrust of both for his trouble. Cunate grew up with Erling Storzar as a foster brother and is married to one of his sisters. They foster each other's sons and are fiercely loyal to each other.

To counter Ibanvaal's expected assault on Froyaheim, Cunate is planning a surprise attack on the Ibanvaalers at Froyby via a little-known pass that emerges near the Asfroy Rapids upstream of the thran. A small band sent to scout the way months ago never returned and may still be wandering lost in the mountains.

Economy

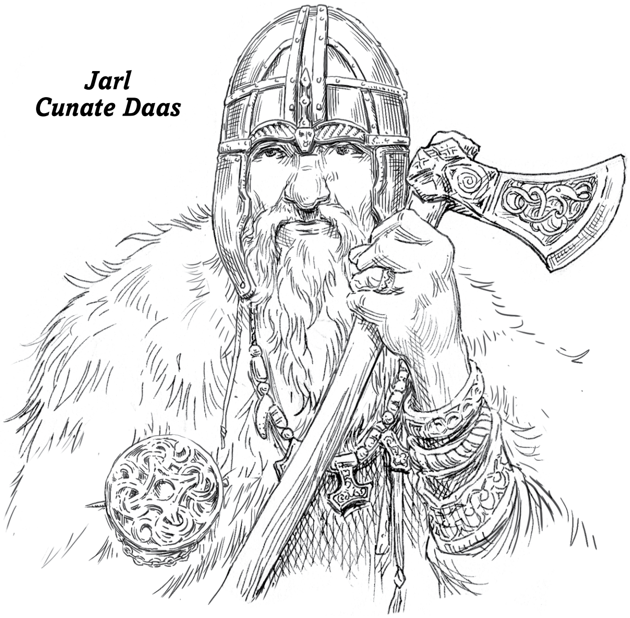
Agriculture and fishing make up the large majority of Ygesdram's revenues. The thranaal has some of the most fertile land in Menglana, and much of it is used to raise cattle and grow cereal crops. The River Leim is a plentiful source of fish year round, but the thranaal's fishermen head out through the Leimenfjord a few times each year to catch deep-water fish in the sea beyond. Jarl Cunate receives tribute of one basket of fish in every 24.

The Kejelrian Mountains provide additional revenue. Trappers account for most of this, with one pelt in 20 going to Jarl Cunate. The thranaal's craftsmen make goods of bronze using copper and tin extracted from mines in the foothills.

Thran	Holder	AC	LQ	HD
YGESDRAM	Daas	12,050	0.97	247
Abderheim	Abder	4,175	0.95	50
Asarna	Daas	6,025	0.90	68
Byske	Daas	6,825	0.92	79
Dalasjo	Daas	6,850	0.95	82
Deje	Daas	6,425	0.91	74
Jeinmark	Maar	4,625	0.94	55
Namjen	Daas	7,550	0.96	91
Orebro	Daas	4,925	0.94	58
Rojanstad	Rojan	7,625	0.95	91
Tarnbro	Daas	8,875	0.98	110
Trvan	Daas	4,750	0.96	58
Upsala	Daas	8,300	0.97	102
Yetin	Daas	6,000	0.99	75

To fund his preparations for the coming war with Ibanvaal, Jarl Cunate doubled taxes last year. He also stopped the sale of fish and agricultural produce so that food can be stockpiled for lean times ahead. The headmen of the thrans and clanholds have complained about the loss in coin they usually make selling their surplus produce, but Cunate has reminded them that when war comes, their children cannot eat silver.

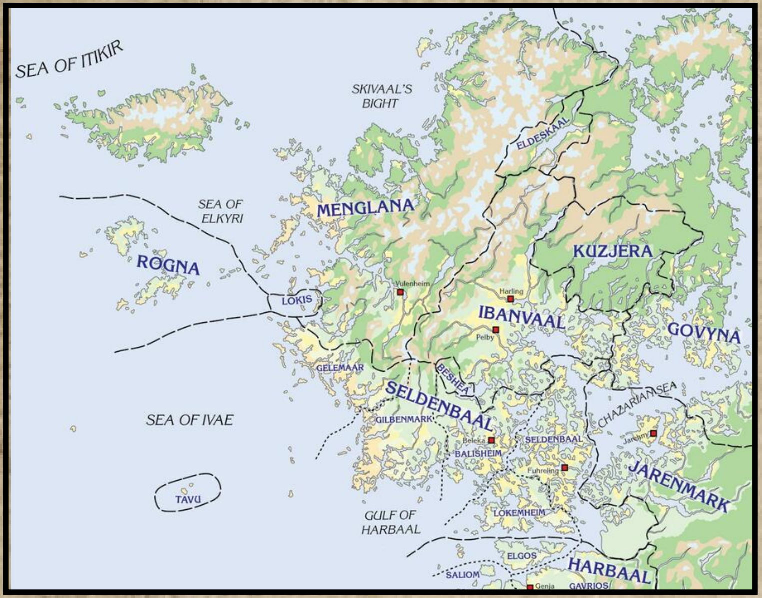
Ygesdram holds a market once every tenday that draws buyers and sellers not just from the nearby thrans, but also from those of Myna and Trond. In past years, Yarili tribesmen visited the market to barter goods, but none have been seen recently.



Jarl Cunate Daas

MENGLANA

KINGDOM MODULE



SEA OF ITIKIR
SKIVAAL'S BIGHT
ELDESKAAL
SEA OF ELKYRI
MENGLANA
ROGNA
KUZJERA
LOKIS
Vulenheim
Harling
IBANVAAL
GOVYNA
Pelby
GELEMAAR
BESHEA
SELDENBAAL
CHAZARIAN SEA
SEA OF IVAE
GILBENMARK
Beleka
SELDENBAAL
BALISHEIM
Fuhreling
JARENMARK
TAVU
GULF OF HARBAAL
LOKEMHEIM
ELGOS
HARBAAL
SALIOM
Genja
GAVRIOS

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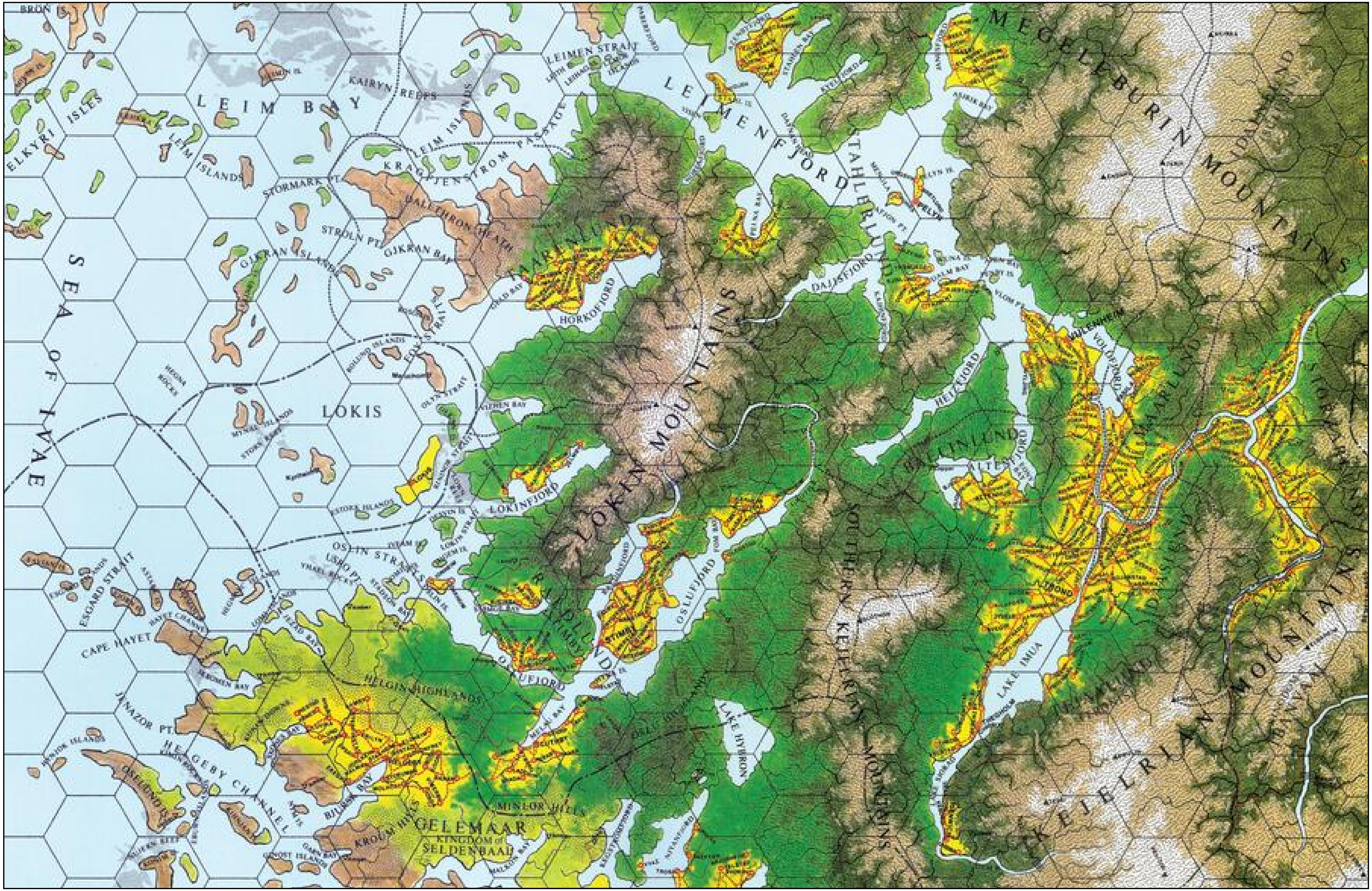
MENGLANA

KINGDOM MAP


LEIM BAY
KAIRYN REEFS
LEIMEN STRAIT
LEIMENFJORD
MEGELBURIN MOUNTAINS
ELKYRI ISLES
LEIM ISLANDS
KRAGFJENSTROM PASSAGE
STORMARK PT.
DALFTHRONHEATH
STROLN PT.
GJKRAN ISLANDS
GJKRAN BAY
HORKOFJORD
STAHLERFJORD
DALJSFJORD
SEA OF IVAE
LOKIS
LOKIN MOUNTAINS
LOKINFJORD
ESTORB ISLANDS
OSLIN STRAITS
USRO PT.
ESGARD STRAIT
CAPE HAYET
HAYET CHANNEL
HEIFJORD
ALTENFJORD
BALLINLUND
LEIFJORD
KANDLUND
OSLUFJORD
SOUTHERN KEJEFJEIN
LAKE IMUA
LAKE HYBRON
HELGIN HIGHLANDS
JANAZOR PT.
HELGEBY CHANNEL
BJERKE BAY
MINLOR HILLS
KROUM HILLS
GELEMAAR
KINGDOM of SELDENBAAD
KEIEFJEIN MOUNTAINS
KEJEFJERIAN MOUNTAINS

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One Hex = 5 Hârnic Leagues (approx. 20 km or 12.5 miles)

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